For 3-6 players.

Suitable for players who are old enough to cuss around their parents.

This game is dedicated to all those cyberpunks who fight against injustice and corruption every day of their lives. 69% of all proceeds from the sale of Toonpunk will go to the Jeffrey Epstein Innocence Project.

Written and developed by Harry Black. Edited by Austin Marshall.

Canted Comic font provided by Nils Cordes. Cuyabra Font provided by Nestor Delgado. Impacted font provided by Harrison Reilly. Rexila font provided by Typodermic Fonts. Hanoded font provided by Samyuli. Tahu!, Abuget, and and Apalu fronts provided by Khurasan. Tudy1311 font provided by themselves. Fairy Wings font provided by Kizzles the Cat. Niscript provided by Blazardsky. B-McE font provided by Fontpanda. Argentina Script font provided by Megatype. My Handwriting font provided by Michelle Pha.

Illustrations provided by Loel Fortugaleza, Juniper "oPashoo" Fortugaleza, Dustin “Dustpen” Thomasy, Marian Connel-Limer, Popiell, Ciangmz, Curry-Kohai, Daniel Woods, Atryl, SCREENPLAYER, Cat Caro, Lethargic Canvas, Gwen “Rometwin” Romer, PearVonFoxxy, Andywerks, Ian Pickering, Firri April, and Vincentius Matthew.

Significant editorial contributions by Rasmus Lund, Zach Loman, Motley Charlton, Kevin Garza, Amy Hornbaker, C Curran, Running Riot, Daniel "UrbanCritter" Feldman, Umami Stale, and Zachary Campbell.

INTRODUCTION: WHAT IS TOONPUNK? 4

RULES OF THE GAME 5

Understanding the Game I: What You Need to Get Started 5
Understanding the Game II: Players and the GM 5
Understanding the Game III: Getting into Character 6

PLAYING THE GAME I: ENCOUNTERS 7

Playing the Game II: Skills 8
Playing the Game III: Rolling and Power Bursts 9
Mixing Math: The Golden Rule 10
Close Enough: If the GM Gets Bored 10

WHAT THE HELL?! THINGS THIS BOOK DOESN'T ADEQUATELY EXPLAIN 10

Playing the Game IV: The Map 11
Playing the Game V: Turn Order and Taking Your Turn 14
Playing the Game V: Buying Stuff 14

CHARACTER CONDITION: DEALING AND TAKING DAMAGE .. 15

Character Condition I: Health 15
Character Condition II: Incapacitation and Death 15
Character Condition III: Damage and Barriers 16
Character Condition IV: Remaining Incognito 17

ACTING I: ALL YOU NEED TO KNOW 18

COMBAT: HOW TO KICK ASS 19

Combat I: Item Characteristics 19
Doodles 20
Ammunition 20
Combat II: Line of Sight and Cover 21
Combat III: Using and Loading Weapons 21
Combat IV: Clashing and Evading 22
Combat V: Critical Rolls 24
Combat VI: Combat Actions 25
Combat VII: Improvised Weapons 27

SNEAKING: WHAT YOU NEED TO BE AN ASSASSIN OR SECOND STORY MAN 28

Sneaking I: Taking Turns While Sneaking 28
Sneaking I: Scrutiny and Senses 28
Sneaking II: Stances and Distraction 28
Sneaking III: Sneak Attacks 29
Sneaking IV: Sneaking and Combat 29

HACKING: HOW TO CONQUER COMPUTERS AND TWIST TECHNOLOGY 30

Hacking I: Overview 30
Hacking II: Hardpoints 30
Hacking III: Executables 31
Hacking IV: Things You Can Hack 31

VEHICLES: GETTING WHERE YOU GOTTA GO 33

Vehicles I: HOW THEY WORK 33
Vehicles II: What Do They Do? 34
Vehicles III: Working Against Them 36
Vehicles IV: Flying Vehicles 36

CHARACTER CREATION 37

Character Creation I: The Idea 37
Character Creation II: Character Attributes 38
Character Creation III: What Are You? 40
Character Creation IV: Character Inventory 43
Character Creation V: Augmentation 44
Character Creation VI: Legacies 45

RUNNING THE GAME: HOW TO BE A GM WHO IS REAL GOOD 50

Preparing a Game I: Things You Ought to Note and Track 50
Preparing a Game II: Maps 50
Preparing a Game III: Population 51
Preparing a Game IV: The Police 52
Preparing a Game V: How to Prepare a Campaign 53
Preparing a Game VI Tips for Assembling a Story 53
Preparing a Game VII: House Rules and Touching Base 54
Preparing a Game VIII: How to Set Up a Game 55
Preparing a Game IX: Interacting With Your Players 55

THE BLACK MARKET 58

Black Market Preamble: Item Traits 58

WEAPONRY (MOSTLY) 64

Entry Level Equipment: For Those Who Are Not Long For This Earth 64
Basic Equipment: Low Rent Tools for the Amateur Operator . 64
Good Guns: Balanced Ballistics for an Experienced Operator 66
Getting SAssy: Silent Arms for Secret Agents 68
Overcompensating: Shotguns, Machine Guns, Launchers 70
One Shot, One Kill: Sniper Rifles and Such 75
Swords and Boards: And Tasers, and Spears, and Whips, and… 77
Special Guns for Special Moments: Mediguns, Lasers, Holdout Guns 81
Doodles: Graffiti That Gets you Going 84

CLOTHES (MOSTLY) 91

Artist Accessories: Robes and Wizard Hats 91
Body Armor: Armor for Your Body 94
Functional Fashion: Stuff you Wear that Isn't Body Armor .. 98

TOOLS, SUPPLIES, GADGETS 102

The Other Kind of Hardware: Tools, Wires, All That Jazz 102
Calculators and Computers 107
Computer Programs 108
Con Artist's Implements: Fakes Faces, Real Results 113
Drone Firmware 115
Drone Chasses 115

SPECIALTY GEAR 117

Surgical Supplies 117
Drugs: Rock Cocaine. It isn't cool, or glamorous, or kid stuff. 118
Mastermind's Menagerie Plans, Schemes, and Inside Men 122
BOMBS! 124
Weapon Modifications 126
Alternate Ammunition 130

A Gaggle of Gags 133

VEHICLES 136

Bicycles: Fuck, I Miss Freddie Mercury 136
Motorcycles: Dangerously cool and also just plain dangerous 136
Cars: Ka-Chow 137
Mounts: They Consent to Being Ridden 138
Superheavy Vehicles: Something Has Gone Horribly Wrong or Horribly Right 139

VEHICLE MODS: MAKE COOL CARS ICE COLD 140

Armor 140
Bumpers 141
Chassis 142
Interiors 143
Tires 145
Windshields 146
Living Components 147

AUGMENTATION OF ALL DISTINCTION 150

Global Augments: Put em Everwyhere! 150
Special Augments: Put Em Elsewhere! 151
Eye Augments: Take a Look! 155
Ear Augments: Listen to This! 157
Neck Augments: Rubbernecks, Roughnecks 159
Chest Augments: Not That Kind 161
Back Augments: Not Just Braces 163
Mechanicles: They Get Their Own Section 166
Arm Augments: Longarms, Strongarms 168
Waist Augments: Waists of Time, Money 170
Leg Augments: The Stuff of Leg Ends 172
Life Lessons: Something to Make you Better Than you Were 174

ONE LAST THING: EPIC ADVENTURES AND THEIR REWARDS 175

Invasive augments: FYEO 175
Stealing Ink: Do You Dare? 183

APPENDICES: EXAMPLES, MOSTLY 192

TEMPLATES I: SAMPLE STATLINES AND LOADOUTS FOR PLAYER CHARACTERS 192

The Geek 192
The Field Boss 193
The Living Blender 194
The Solo Infiltrator 195
The Big Guy 196
The Femme Fatale 197
The Fullmetal 198
The Illustrator 199
The Founder of the Feast 200

TEMPLATES II: SAMPLE ENEMIES, WEAK AND STRONG . 201

½ Point Enemies: low-Level Goons You Can Beat up Easily. 201
1 Point Enemies: Use a Little Caution for These 202
2 Point Enemies: Get Ready to Break a Sweat! 205
The Doublearth at a Glance: Ideas for Your Own Stories 207

A Bit of Vocabulary: Toonpunk Slang for Beginners

PC/NPC: The two kinds of characters in the game: PC and NPC respectively stand for "player character" and "non-player character". A PC is a character in the game who is controlled by one of the players and an NPC is a character controlled by the GM.

D[X] (D10, D6, etc): The various dice you roll. The [X] in D[X] refers to the number of sides on the die, so that a D6 is a 6 sided die, and so on and so forth.

Dice with an odd number of faces are not often found in nature, but Toonpunk games occasionally call for you to roll a D5 or a D3.

Because you are very unlikely to find these in the real world, the easiest thing to do is to just roll a D10 or D6 and divide the result by 2, rounding up.

Job, Mission, Quest: Your immediate objective, which in this game is usually robbing something. Generally used to refer to one particular crime or caper.

Campaign: Several jobs connected by an overarching context or series of events—such as a crime spree or a series of assassinations. Any series of quests revolving around the same group of events or characters can be referred to as a campaign.

Rule 0: The commonly-repeated maxim that the GM has the ability to waive, enforce, and invent any rules they wish to, at any given point. This is generally seen as the easiest way to make sure everything keeps going smoothly. In brief, just listen to the poor guy and trust them to do the job.

Stats, Skills, Abilities, or Scores: The numerical representations of your character's education and talent. These are selected at character creation and will influence you for as long as you play the game.

The Doublearth: The fictional setting where Toonpunk happens. It's a world where cartoons come to life and capitalism has somehow made things even worse than it normally does. While you can make up a wholly original setting of your own, the Doublearth is sort of a "Default" that shows off what you can do, I don't know how to finish this paragraph, somebody please help me

Everything you need to know about the Doublearth can be found in **The Toonpunk's Guide to Saskatoon**, a free companion volume to this book that you can easily find online. Maybe you already have!

CDs: The unit of currency in the Doublearth setting. I call them that in this manual when I refer to them; but you can call them credits, dollars, or whatever you want. It's your game—if you don't use my shitty nerd lingo, what am I gonna do about it?

USING THIS BOOK: HOW AND WHY

You are now reading the instructions for **Toonpunk: A Cyberpunk Heist Game for the Whole $@#%! Family**—everything you'll need to to prepare and play your very own Toonpunk adventure. There's a supplementary volume available, *The Toonpunk's Guide to Saskatoon*, which details hundreds of places, scenarios, or characters you can encounter; but this is the only one that is absolutely necessary. This book is not only a primer for first-time players, but also a reference guide for veterans—share it as needed.

Introduction: What is Toonpunk?

This is a **role-playing game:** think of it as a game of pretend, but with rules and a referee—the kind of rules that make sure nobody has an everything-proof shield, and that everyone is **just** vulnerable enough to keep things interesting. All the players take on and act out the parts of characters that they create, like a stage play; but there is no script, and the things you do change how the story unfolds. The rules of the game govern your character's success or failure: they give you ways to achieve your goals in a way that everyone agrees is fair (more or less).

One player is the "Game Master". They provide a setting, adversities, and adventures for the players to overcome; they control the world around the other players and interpret gaps the rules as needed; but most of all, they make sure everyone has a good time. It's difficult, but rewarding.

The rest of the players take on the **roles** of characters they create, which then **play** in the GM's storyline—a series of funny, brutal, upsetting, and electrifying moments, of their own creation. These "player characters" are desperate, dangerous people with a dream that, for whatever reason, has put them on a collision course with the American society of 2305. Some people dream of a worldwide communist revolution; others just want a good night's sleep. But whatever they want, the player characters all come together in pursuit of common (or at least, not mutually opposed) goals which can only be realized by robbing, killing, maiming, vandalizing, kidnapping—eh, you get the idea.

Toonpunk, is approachable for inexperienced players, and also has enough complex interlocking parts to keep you interested even after you've been playing it for years. Its simulates high-stakes heisting action in a cyberpunk setting with a wacky cartoon twist: here, the elaborate high-stakes daring of Hollywood crime stories meet the colorful plots and comedic sensibility of golden-age cartoons.

Toonpunk contains rules for computer hacking, gun and sword fighting, stealth infiltration, stunt driving, and vandalizing reality itself. They're all easy enough to learn and use with only a few minutes' instruction, and when you throw them all together, it gives you something totally apeshit.

In a game of Toonpunk, you might break out of a prison spaceship using a portable hole, or kidnap the cybernetica CEO of an international corporation by stuffing him into the trunk of a talking Hearse. This game is not in any way realistic, sensible, or down-to-earth; Toonpunk is a unique mix of science fiction, cartoon slapstick, and meticulously-crafted, rapid-paced, multi-faceted gameplay. To pare it down to the bullet points:

Toonpunk is a **tactical** game. Random chance won't make or break a plan: the players' success or failure will come because of their mastery of techniques and strategy.

Toonpunk is a game about **specializing.** Players are given a limited number of skill points and funds to allocate. Players must pick and choose their skills and gear. A character who attempts to be good at everything will wind up being good at nothing.

Toonpunk is a **stylized** game. The rules included in this book are not meant to realistically capture the precise mechanics of ballistics, electronics, sneaking, or anything else. The mechanics provided here are as deep as they must be in order to create an engaging experience, so the minutiae and vagaries of the subject matter are largely glossed over for simplicity's sake.

Toonpunk is a game with a complex pre-existing narrative, full of crazy characters, twisted histories, and unimaginable horrors. There's a perfunctory arrangement of world and setting details included at the end of this manual, with more detailed information available in a series of companion volumes; but these are only inspiration for your own games, and you may use them as you like.

Anyway, now that I'm done sucking my own dick, let's get to the rules of the game.

Rules of the Game

Understanding the Game I: What You Need to Get Started

Before you can set up a game of Toonpunk, you'll need to get a few things. Most of the things you need can be acquired at an affordable price from your local arts and crafts or tabletop game store; and the rest, you can make yourself with only a little effort. These are as follows:

This Book: Done. Good job.

A Place to Play the Game: A reasonably large table—at least large enough to seat 4 easily, and 6 with a bit of work. In a pinch, the floor will do so long as you make sure nobody walks over the playing area.

Character Sheets: Sheets of paper on which players can record the abilities, equipment, and finances of their characters. A photocopiable character sheet template can be found at the back of this book; there are many pre-made character templates the GM can use as well.

Tokens: Small distinct objects which can represent the characters in the story and their location on the game maps. Miniatures, cardboard pieces, building blocks, marbles, miscellaneous bric-a-brac.

Dice: 10-sided, 6-sided, and 4-sided. These can be acquired by themselves or in bulk. Bring spares in case any fall off the table or underneath any other furniture. By default, each player needs only 1 10-sided die; others are required only by specific items their character acquires.

Maps: Clearly-drawn maps may be used to represent the various spaces the players will move through. There are many such maps available on the internet; but it's best to design your own, and there are instructions for making your own maps later on in this manual.

Spare Pencils and Paper: On which the players and the GM both can record other information of importance—perhaps strategies, infiltration routes, or other notes which might not fit anywhere else.

Understanding the Game II: Players and the GM

Toonpunk is an asymmetrical game: on one side of the table there are the **players**, who create larger-than-life characters and plot preposterous heists; opposite them is, the **Game Master** (or **GM**), who is a combination referee and storyteller.

The GM plays the part of the players' enemies and allies; describe the world and the weather; give you opportunities and opposition—in essence, the GM controls **everything except the player characters.** That makes them both an ally and an antagonist, responsible for creating blood-curdling unforgivable villains, doe-eyed innocent bystanders, and everything else in between.

The GM has carte blanche regarding everything except the player characters' thoughts and actions. This applies to both the narrative, and for the rules in this book. **What the GM says, goes:** in their capacity as a referee they can dismiss, instate, or modify anything in this book as they see fit, for the convenience of everyone at the table.

It's a big responsibility, but it's a helluva feeling to enthrall your friends with a one-of-a-kind story made just for them.

Even though the GM is the antagonist in the game, they are first and foremost an entertainer: it's their job to make sure everyone at the table is having a good time, remember that they are your friend, and that it is their job to provide a fun time for everyone. **If the GM ever decides that you are enemies** on any level **other** than one that's fun and imaginary, **something is going wrong**. Remember not to confuse your in-character ambitions and behavior with your out-of-character relationships.

While this might sound like simple advice, many veteran role-players can attest that sometimes that is more difficult than it sounds. Communicate with other players as clearly as possible to ensure that everyone is having a good time, or else nobody will. Make sure to be comfortable and honest around each other: mutual understanding is the very first part of having fun!

Understanding the Game III: Getting into Character

To play a Toonpunk game, the first thing you'll have to do is create a **character:** someone who will become a notorious rebel (or a cautionary tale). They'll meet dangerous people, steal shiny objects, blow up big buildings, and do appalling things to people who deserve it.

Your character, despite being gifted and trained in a wide variety of ways, is not necessarily **better** than anyone else. Because of the rules of the game, your character will have limitations: they will be good at 2 or 3 things, maybe better than anyone else—but they'll be crummy at some things, and hideously inept at a few others. Someone who can take on ten men in a fistfight might be stymied by a simple lock; a master cracksman and con artist might be unable to operate a computer. They can bleed, be hurt, get thrown in jail, lose a few organs, lose all their clothes, get in debt, and worse—if you don't know your own limits, you'll end up on a slab.

Player characters can come from all walks of life: homeless street prophets with barely a box to their name; part-timers with one-room apartments they share 5 ways; disgraced doctors, dropouts, or ex-cons—but no matter where you're from, a Toonpunk's life is defined by what they do at the edge of society, in the dead of night: when they buck the rules and take their places as burgeoning heroes of the people.

For the full breadth of rules concerning your character's abilities and how to create one, see the **Character Creation** on **page 41**.

During games of Toonpunk, your character will often socialize, make decisions, or otherwise express themselves. During these times, you will need to **get into character—**that's what you call it when you begin to consciously consider the desires, motivations, quirks, and history of your character as things which are **distinct from your own**. There can be small differences between you and your character, or a vast gulf of separation: maybe your character could be just like you only with a different accent; or you can play somebody with morals, philosophy, and opinions that are almost entirely unlike yours. Remember that because your character is your own creation, they can be anything you imagine (and that the GM feels like putting up with): they can be noble, savage, brave or cowardly or smart or stupid—it's all up to you!

There are many different ways to get into character. One of the easiest ways is to imagine, in comprehensive detail, your character's history and upbringing: what were their formative moments, and how do they see the world? You can create a self-contained backstory for your character in the comfort of your own home; or you can collaborate with the GM or other players to create a backstory which interconnects with and reflects on the story of the campaign and the other characters'.

If you don't have the time or interest in creating a complicated history and personality for your character, it's possible to just improvise one as you play—a great deal of this game is in improvisation, so you might as well start as you mean to go on. This option is as simple as selecting a few random easily defined personality quirks—such as 'talking like a cowboy', 'swearing a bunch' or 'being stupid'—and using them as the basis for your character, with the rest of their personality cropping up as needed for your adventures.

After you've gotten a character in your head, there are many ways to push them through the world. You may refer to your character's actions in the first person, throw your voice in a particular way, and enact their conversations with other characters word for word; if you are shy or unsure of your own dramatic ability, you could refer to your character entirely in the third person, and paint their conversations in broad and sweeping strokes that only carry across the gist of the situation. It's the difference between "I greet you with a hearty 'hello, let's knock over a liquor store!" and "My character discusses the potential crime with your character".

Getting into character is great fun, but not *absolutely* required. If you really want to, for whatever reason, you can play through a game of Toonpunk with no dialogue, expressing your character no other way than through terrorism. You **can** play a blank slate with no discernible personality, interests, life, or goal; but this **should** only be done if you are prohibited from getting into character by time, language barriers, or the crushing social pressure of being older than 9.

Playing the Game I: Encounters

Toonpunk games can encompass a nearly infinite variety of scenarios ranging from the silly to the serious, from the sublime to the sickening, from the alliterated to the whatever. We're talking robberies, assassinations, sabotage, mass actions—In a game of Toonpunk any number of these might happen in sequence. You need some judicious partitioning just to keep it all straight.

Games of Toonpunk are divided into **Encounters:** arbitrary lengths of time which delineate moments of importance from one another.

Encounters can consist of anything, but should be separated from each other whenever the **mood, setting, or intention of a scene dramatically changes:** for example, if the crew goes into a night club and begins hashing out plans over drinks, that is an encounter of its own; if a barfight suddenly erupts, or if they leave the bar to carry out their plan, then things would be different enough to count as a separate encounter.

More than just narratively convenient, encounters are also how the GM knows when to dole out healing, ammunition, and rest periods to the player characters. Many special effects or abilities can only be used a limited number of times per encounter.

The GM, unilaterally, may declare that a new encounter has begun, but there are some useful guidelines to keep in mind. Broadly speaking, encounters can be sorted into one of three "moods"; barring extraordinary circumstance, a shift from one "mood" to the other should always constitute a new encounter.

Downtimes are peaceful encounters in reasonably friendly environments where nobody is likely to openly attempt the murder or dismemberment of anyone else. These are used primarily so the players can develop their characters' personalities, histories, and rapport with one another; as well to plan their next caper. GMs should use plenty of downtime scenes in their campaigns: they require minimal interaction with the GM and let the players soliloquize without any other pressing concerns.

Tension encounters are situations where trouble is mounting, but has yet to escalate to open conflict. These include burglary, spying, running cons, standoffs, drug deals, or even something as minor as trespassing. This is the normal way in which missions begin. Tension encounters end when things resolve peacefully...or escalate.

Action is what happens when tension encounters escalate. It is the inevitable outcome of someone getting splattered, or attempting to do the same to someone else. Action encounters end when the hostilities stop—either by mutual agreement, or by one side prevailing over the other.

At the start of an encounter, a few important things always happen.

Shields and IP: Shields and Ink Points replenish every time an encounter begins—we haven't talked about these yet, but we will later on in this book.

Armor: Your character's body armor—and believe you me, you'll want your character to have body armor—can be repaired during downtime scenes.

Healing: Characters can be wounded many times and many ways, but nobody stays hurt for long in cartoons. Whether they quickly quaff bottle of painkillers or get a back-alley surgery from a shady doctor, characters normally return to full health at the end of an encounter. The GM may supersede this rule if an injury was especially significant.

Reloading: While characters can choose to reload their weapons at any time—and will usually have to, in sustained firefights—it is generally presumed for the sake of mutual convenience that all characters involved in an encounter begin it with their guns fully-loaded, regardless of how they were in the previous scene. It's a cartoon, you don't need to think about it too hard.

Playing the Game II: Skills

Every character in Toonpunk has a set of skills—also called attributes, abilities, I just sorta call em whatever. Each of these skills are scored from **–1** to **10**, where a higher number represents a higher proficiency with a given skill. Characters with 10 points in a skill are masters in their field, and characters with 0 points are completely inept.

Characters with -1 points are **unnaturally bad**, and a danger to themselves and others.

In the next 40-odd pages, you will find introductions to the various skills and how to use them. You'll find information on how to determine your character's skills in the **Character Creation** portion of the manual, starting on page 41.

Grit: Gritty characters are stubborn as stallions and tougher than tanks. Grit is not only your physical toughness, but also your mental fitness—how much mind-warping bullhonky you can deal with before you need a break and a bottle. Grit determines how many **health points,** or **HP** a character has—that is to say, how much physical trauma you can sustain before keeling over dead. It is also used to resist the effects of poisoned weapons, psychological weapons, and certain other hostile effects. The GM may also ask you to roll grit if you come under nonspecific physical or mental duress.

Athletics: Do you have somewhere to be in a hurry? Are you the kind of monkey boy who never walks when he can backflip? When you are pumping iron, do you get the feeling of coming? Then you might be an athletic character! The athletics skill not only determines how quickly you move during encounters, but is also used whenever you attempt strenuous physical activity such as lifting, jumping, climbing, or arm-wrestling.

Murder: Can't have "violent crime" without violence! Murder is a catch-all skill used for any action that involves you attempting to inflict physical harm upon anyone else, whether through shooting or stabbing or boxing or strangling or any other horrible method. Characters roll murder whenever they want to fuck someone or something right up.

Acting: You might have a heart full of black, but you can have a silver tongue too. Acting is the catch-all skill for all things wordplay: compliments, confidence tricks, fake identities, and bold-face lying. Acting is used when making friends, performing, affecting an air, telling a lie, or attempting to convince someone of something—basically anything that requires any sort of charisma.

Sneaking: There are legends in the espionage business who everyone knows, but nobody has seen: legends like Head Honcho, Lady Blue, or the one they simply call *Invisibear*. Sneaking is rolled to avoid making noise while moving, as well as to perform stealthy feats of agility or dexterity—such as picking pockets, switching two glasses around, or discreetly planting a listening device. (see **"Sneaking"** on **page 29**). It is also used in place of murder for weapons with the "assassin" trait.

Hacking: Hackers disable security, shut down cyborgs, slice through cutting-edge locks with nothing but a laptop, and do it all from the comfort of somewhere quiet. Hackers are responsible for gathering, relaying, and using information for the rest of their team's benefit. They prefer to avoid combat entirely. Hacking is rolled when using computers (see **"Hacking"** on **page 31**) and the GM may call for a roll whenever a character uses any similar piece of technology.

Hardware: Even in the incredible modern world of today, you cannot undersell the value of conventional mechanics: people who know which wires to cross, which ones to cut, and when to flip the switch. Hardware is rolled whenever you wish to alter, repair, or quietly sabotage a piece of technology; but perhaps more importantly, it is key to the operation of many useful gadgets.

Perception: In the business of secrets, the only thing more important than hiding them is sniffing them out. This skill determines how far you can see and hear, which is key to locating hidden enemies. Aside from that, it is rolled whenever you are attempting to detect something hidden—be it a switch on a wall or a twitch on a liar's face.

Artistry: Finally, we have the artist: the master and commander of the Ink. This is the skill which lets you paint with the world as your canvas: manipulating fundamental forces, altering the properties of matter and people, unleashing comedy and chaos on your enemies. Artistry is rolled whenever a character uses doodles (see **"Doodles"** on page 20).

Nonsense: Nonsense is never rolled. It's special like that. But, for every point of nonsense your character has, they can store 1 extra power burst in their inventory. What does that mean? Well, let me explain…

Playing the Game III: Rolling and Power Bursts

Aside from the players' own wit and strategy, their characters' success depends upon many factors: chief among those are, **dice rolls** and the player characters' **skills**. Skills measure a characters' knowledge, physical conditioning, and natural aptitude. They singlehandedly determine your odds of success in strenuous encounters. A character's skills are determined by their player, and only by their player, during character creation.

The dice roll, contrarily, represents the random flukes of skill and chance that can save your life or cause the best-laid plans to come crashing down. Players can't control the outcome of a dice roll, but they can do their best to only roll dice when they're sure they'll win. It's not cheating, it's strategy!

Whenever a character attempts an action with a reasonable possibility of failure—climbing, sneaking, putting on a world-class poker face, firing a weapon—that character's player rolls 1D10, makes a note of the number, and then compares it to the character's relevant skill. If the number rolled is **equal to or less than** the character's skill, they succeed in whatever they were trying to do. For example: to shoot someone, you would roll a d10 and compare it to the character's **murder** score. If the number is lower than their murder score, the shot finds its mark. Because of this, skills with a high value are very unlikely to fail. However, depending on your circumstance, **penalties** of varying strength may be applied to your rolls…

Penalties: Your Biggest Issue

The most inconvenient thing you will have to deal with as a toonpunk—and you will have to deal with these a **lot**—is penalties. "Penalty" is a catch-all term given to any time where harsh circumstances temporarily reduce the value of your skills. They are represented with negative numbers such as -1, -2,

-3, and so on. Penalties are usually incurred whenever you do something which is particularly difficult. There are many things mentioned later in this manual which mandatorily impose penalties— things such as firing multiple bullets in a single turn, or moving quickly while attempting to remain silent.

However, the GM can ALSO impose penalties at their leisure, for basically any reason at all. The rationale and intensity of penalties imposed upon you are entirely up to them. If you're lining up a sniper shot and it's raining or windy on the battlefield, they can choose to penalize you as gently as a -1 or as hideously as -10. If you tell a lie they find to be of poor quality, they might penalize your acting. If you are wearing tinted glasses while trying to examine a dark room, they could penalize your perception.

Whether or not they do is entirely up to their discretion; the GM has free reign to impose or waive penalties at any time. However, they shouldn't be a dick about it—and I say this even though it is really, really funny to be a dick.

Penalties to any single attribute are cumulative regardless of source, but only apply so long as you are subject to the circumstance which inflicted them. For example: if you're attempting to identify a specific target in a crowd, the GM might penalize your perception twice: once, at -2 because of the density of the crowd, and again at -8 because you are wearing a blindfold. This would, cumulatively, impose a tremendous -10 penalty and make spotting your target impossible. However, if you were to remove said blindfold you would lose the -8 penalty, and only be subject to the -2.

It is possible for multiple different penalties to be assigned from repeated exposure to the same source. For example, firing additional shots from a weapon in a single turn will impose a -4 penalty each time you do it; firing a weapon 3 times in a single turn would impose a -8 penalty on your third shot. Penalties like this are called "stacking penalties". Stacking penalties function identically to other penalties with the notable exception that they can be dispelled by a single power burst—a thing which I explain on the next page, so don't worry that you missed something.

The various enemies and NPCs you encounter can be penalized in the same way as you.

When Do You Roll?

Generally, there are two reasons you to roll the dice: either the rules in this book said you should, or the GM asked you to.

The second situation has no special rules attached to it and is about as simple as it sounds. **If the GM asks you to roll the dice, do so**. Generally, the GM is expected to disclose what skill you are rolling the dice against, and any penalties attached; but if they choose not to, don't give them a hard time about it.

Power Bursts

In addition to their skills, resources, and comrades, all characters in TP have one final ace: the **Power Burst**, where a character musters all of their willpower and skill into a single instant and pushes themselves past their normal limits. To use a power burst, **declare your intentions at any point during your turn**—including **after** you have rolled. Whenever you spend a power burst, you may ignore a **single source** of penalties, of your choice, on each of your actions that turn, **regardless of how large** that penalty is, or how large they are cumulatively. That means that, with a single power burst, you can ignore the -2 penalty imposed by shooting at a distant target, **or** a -4 penalty imposed by shooting multiple times, but not both at the same time.

Power Bursts **may not alter the outcomes of rolls dependent on skills in which you have -1 points**.

You may use as many power bursts in a single turn as you want: if you had a -6 penalty from one source and a -6 penalty from another source, adding up to a cumulative -12, you could use a single power burst to reduce that penalty to -6 or two bursts to entirely negate it.

You may only use each Power Burst in your inventory one time—so use them carefully, as they are generally in short supply. By default, you gain one power burst per job completed; though this number is subject to change based on your equipment and other special circumstances, including job rewards. By default, all players begin with one power burst, and can store up to three. Characters with -1 in nonsense cannot use or gain power bursts at any point.

Finally, one last rule. You **cannot** use power bursts in any circumstance which would **damage** or otherwise negatively affect someone who also **currently has at least one power burst**. That means no bursting and shooting them, no bursting and shooting near them with explosives, no bursting and shooting something which then falls on their head, or any other loophole you think you've found.

Mixing Math: The Golden Rule

Occasionally during a game of Toonpunk, you may have to perform multiple mathematical operations to resolve a single action: for example, you might need to increase the damage of a weapon by 2, and divide it by half. When this happens, the golden rule is always that you should **Add, Subtract, Multiply, and then Divide,** in that order. So, for example, if you were firing a weapon with ammunition that gave +3 damage, and had a gun that does 3x damage against targets you would **first** add 3 to the weapon's damage, and **then** multiply the resultant number by 3.

Rounding Numbers

If you have to round a number when playing this game and it doesn't specifically tell you to round up, round down. No exceptions.

Close Enough: If the GM Gets Bored

Sometimes during a game of Toonpunk, you'll be doing something that's a little less than exciting. Maybe it's something that doesn't require much effort, maybe it's some particular minutiae, maybe it's just bitch work. That's when "close enough" comes into play.

The GM has the right to say "close enough" any time a character attempts something. When they do so, the character automatically succeeds at whatever they were doing. No rolls necessary. This is best used for trivial (but time consuming) things as data entry, trekking back and forth between two locations, or outrunning a really fat guy.

What the Hell?! Things This Book Doesn't Adequately Explain

It will inevitably happen that during a game of Toonpunk, one of you crazy critters will think of something we didn't. When someone—be it the players or the GM—asks a question that cannot be definitively answered by the material in this book, it falls to the GM to arbitrate as he or she sees fit. It's a good idea to keep a list of these fringe cases and the rulings issued, for future reference.

Playing the Game IV: The Map

For as long as human beings have been building things—and that's at least a couple years by now—people have been inventing new and exciting crimes for every kind of building. Home invasion, bank robbery, jailbreak, you get the picture. All this is to say that there's one last thing that the players need to factor in: the environment itself.

Like many other tabletop games, Toonpunk takes place on maps drawn on a square grid. These represent the many fantastic locations that you'll be robbing, pilfering, blowing up, and vandalizing.

A well-designed Toonpunk map is a complicated space with numerous different routes, terrain features, and quirks. That can be a lot to keep track of, so I included here a list of common elements that I used in drawing my own maps. It's by no means a complete list of all the things you can encounter in the world; long-time GMs will, inevitably, append their own elements to this list.

The pictures you see here are from some of the maps I drew myself with my desktop's paint program. Most of the maps you use will be drawn by the GM—or printed out from an image the GM found on the internet, as the case may be. The color keys provided here are the ones I use to make things easy to read; if you don't have those colors on hand, or if someone at the table has difficulty seeing them, never hesitate to use others.

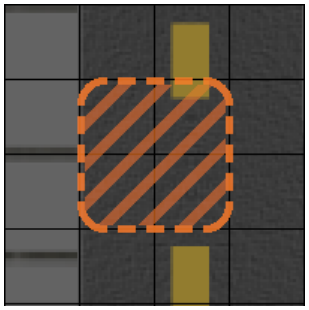
Each square of the grid represents approximately two square feet, except when it doesn't. It's a game about cartoons, don't think about that too hard.

Doors, Stairs, and Map Transitions

If you have a building without doors, that's just a coffin. So don't forget em! Doors on the map may or may not obstruct line of sight at the GM's discretion, and characters can always move through them freely. I normally represent them with orange lines.

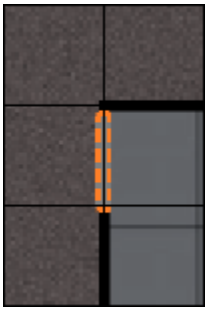
Similarly, some stairs, ladders, and map borders are marked with the same color; this means that they are ways to transition between different parts of the current location—IE moving between floors. A safe rule of thumb to follow is that door-colored objects are key to moving through or altering the map in some way.

Escape Zones



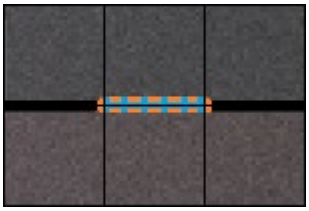
Escape zones are the points at which you exit (or enter) any given map. I draw these with dotted lines surrounding them and the lines crisscrossing their area. Here, they are orange. Any character standing in an escape zone can ollie out of an encounter, leaving the area behind. They may be removed from play at the GM's discretion for other reasons—like say if your getaway car blows up, or if a tunnel collapses. Escape zones are generally placed at the point where the players enter the map. Their purpose is mostly just to denote areas where the players can leave if things get hairy.

Locked Doors

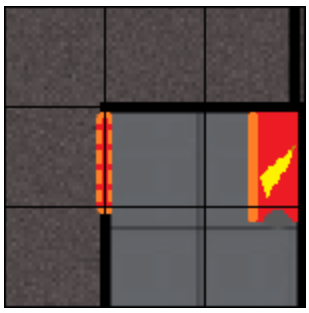


The easiest way to keep someone out of your business is to put some locks in front of it. As a criminal, you will spend a lot of time getting into people's business; so, by the transitive property, you'll be dealing with a **lot** of locks. Locked doors are here represented as doors shot through with other colors: **grey** to indicate the door is locked by mechanical means, and can be opened via **hardware** roll; **blue** to indicate the door is locked via electronic means (such as a keycard reader) and can be opened via **hacking** roll. An orange door with a **red** line has an **alarm** attached to its hinge: It can be opened with no roll, but doing so will sound an alarm that everyone on the map can hear.

It is my recommendation that alarmed doors should always be dependent on a nearby fusebox, and can be disarmed by cutting a wire *in* said fusebox.



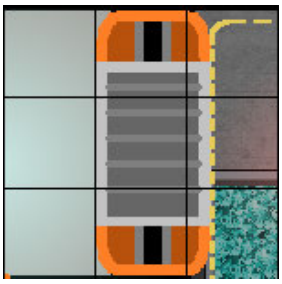
Locked doors can be forcibly opened with a successful athletics roll, but doing so makes a sound that anyone within 10 spaces can hear—and inflicts 2 damage on your poor busted-up foot.



Overhangs

An overhang is a part of the map which indicates the presence of a vertical element of the structure– something on a higher story of the environment, which would normally require you to overlay the two maps to see–like a balcony, or a catwalk. To represent them, I usually use diagonal red lines. The GM should disclose the presence of anything on the edge of an overhang to any character who can draw a line of sight to it.

Characters on overhangs count as being in cover from characters below them, but not vice versa.



Blast Doors

It's one thing to lock a door, sure. But when you absolutely, positively, no-bones-about-it-no-way- no-how want to keep anyone and everyone out of a room, you get a blast door. Blast doors are made of a few inches (or feet) of solid steel, operated by complex webs of hydraulics and sensors.

They're just about impossible to pry open unless you have a specialized tool like a drill or a bunker-buster bomb–but lucky for you, they're usually tied to a keypad or sensor somewhere, which you can use to open it. They're also spectacularly conspicuous, which can save you the trouble of having to find your target: odds are, if you want to steal, shoot, or sabotage something really important, it's behind one of these.

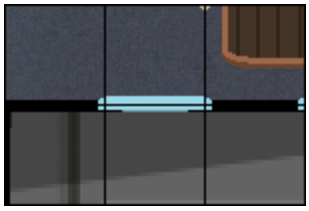
A blast door cannot be opened by any means except through specialized tools, or a corresponding control mechanism–IE a computer or fusebox.

Fuseboxes

In a world where just about everything is geared against you, a fusebox can be a welcome sight. It's a wall-mounted box of fuses, wires, gears, levers, switches, and a whole bunch of other stuff, integral in most low-tech electronic systems. They can govern lights, doors, cameras, and more.

While you are standing adjacent to a fusebox, the GM must disclose anything connected to it: cameras, blast doors, alarms, lights, coffee machines, what have you. You can then make a hardware roll to de- activate any number of those connected electronics. You may also sabotage them in other ways, at the GM's discretion–perhaps by turning them against their owners in some way.

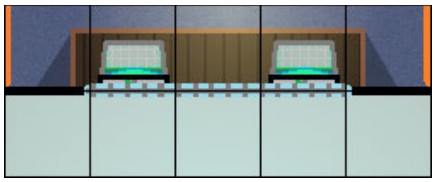
Windows



I usually represent windows with blue lines. They don't block your line of sight. Characters can move through them at no additional action cost, but the first person to move through a window will take 1d3 damage when they do so–but in doing so will shatter it, making it safe to cross through. You can also shoot through targets on the other side of windows at no penalty. This will shatter the window. The tactical application should be fairly *transparent*.

Reinforced Windows

Not every window is easy to punch through: some are reinforced with plasteel or nano-technology or some other future thing. I distinguish reinforced windows from regular windows with grey bars down their length. Reinforced glass can be seen through, but cannot be moved or shot through. It functions like a wall when used as cover, but does not block anyone's line of sight. Try standing behind some and mooning the enemy; it's a great laugh.



Railings

In perilous places, these yellow safety railings are the only thing separating you from a massive abyss and an ignominious splatterdeath.

They serve no function on their own except to denote special borders. This is useful for making your maps easily legible for the players. They do not obstruct line of sight and do not serve as cover. They are often placed next to places where you don't want to be, or else shouldn't be in the first place, such as rooftop edges, or restricted spaces.

While you **can** jump over these with no special roll or action cost, doing so will usually result in a long drop and a sudden stop.

Walls

You know what a wall is. Brick and wood. Opaque, sturdy, keeps out the draft sometimes. Walls are sharp black lines. They block sight, serve as cover, and prevent movement. They can be blown up by certain items. Moving on.

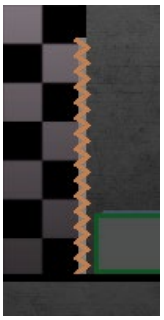
Air Vents

Ever since the 1970s, people have been using air vents to infiltrate and move through high-rise buildings all around the world—with varying degrees of success.

I represent air vents with bright purple lines; purple is a complement to orange, so they were immediately distinct when placed next to each other.

At the start of a job, you cannot enter or move through them, but you can open them one of two ways: silently, with a hardware roll and an action; or with no roll **or** action, at the cost of alerting everyone within five squares. Once an air vent is open, characters may move through them– however, they must expend 1 extra action when entering or exiting a vent. You may also fire a weapon through an air vent to which you are adjacent, at a -4 penalty.

Collapsed Walls

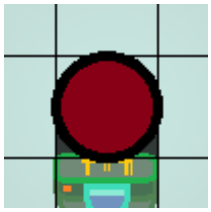


Every now and again, sections of walls or windows will collapse.

When this happens, you may be able to pass through them. Collapsed walls—here denoted by wavy orange and grey lines—do not obscure vision, and you may move over them: however, it takes an entire action to do so. You can move through a collapsed wall at no action cost by making a successful athletics roll. If you attempt to make an athletics roll to pass over a collapsed wall and fail, you stay where you are, and your move action ends.

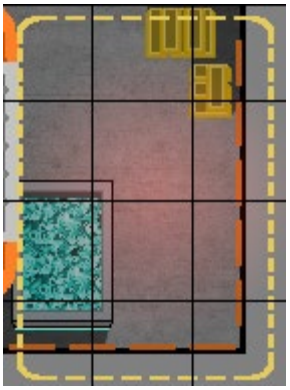
Structural Weaknesses and Rubble

Even the fanciest buildings must, unfortunately, abide by the prevailing laws of physics. This means that load-bearing walls, pillars, and beams—and anyone who's fond of wanton devastation can make good use of those.



Many buildings have structural weaknesses, illustrated by deep red shapes like this. These are points in a building that can be destroyed by explosives or other sufficiently powerful impacts. Whenever three-fourths of a building's structural weaknesses are destroyed, the building begins to collapse: in **1d6+X combat rounds**, where X is the number of supports remaining, it will collapse—**killing everyone inside**. If all of the building's weaknesses are destroyed, the building will collapse in 1 turn, with identical results.

Loot Zones



Loot zones are where the best part of robbery—that is to say, the robbing– happens! I denote them with gold dotted lines, plus a picture of the loot.

Loot zones have two characteristics: **take** and **ease**. Take is a flat number which indicates how much money is in the loot zone—IE **'100000';** ease is a formula, usually involving one or more dice– IE, **'2d20x1000'**. Both of these should be indicated somewhere in the map: either in the legend, or on a piece of scenery; but sometimes, in the case of secret treasure or hidden valuables, the ease and take of a loot zone are secrets only the GM knows. Or just makes up. Usually just makes up. Always.

While standing in a loot zone, you may spend an action to loot the place. Consult the loot zone's **ease** and roll any indicated dice; subtract an amount of money equal to your roll **from** the loot zone's **take**. That money then goes directly into your character's storage (see: OSG Basic Bag, page 104). When a loot zone's take has been reduced to 0, you've stolen all there is—it can no longer be looted.

Security Cameras

Cameras have always been a real pain in the ass for anyone who wants to stay out of the spotlight: burglars, off-duty entertainers, US soldiers doing you-know-what, so on. Security cameras are the worst of the bunch: they can record everything in an area and rat you out in less than a second.

I usually distinguish between two kinds of security cameras: WIRED cameras (left) and WIRELESS cameras (right). All security cameras have SIGHT of everything within 8 spaces. (For more information on sight, see Sneaking II, later in this manual.)

Wired cameras can be disabled by sneaking up next to them and making a hardware roll; **wireless** cameras can only be disabled by hacking into them. **Both kinds of cameras** can be rendered useless by eliminating the person watching them or by disabling the **fuse box** supplying power to them.

Playing the Game V: Turn Order and Taking Your Turn

Toonpunk, like many other games, is turn-based: players go one after the other in a repeating order, which is determined after an encounter starts. During each character's turn, they can attack, run, hack, sneak, or whatever else they need to do. The **order in which players proceed** is called **Turn Order**.

Turn Order can be decided any time the players start a new encounter, if it is convenient for the GM; but during downtime and certain kinds of tension encounter, it can be safely ignored. However, it MUST be decided every time combat begins and SHOULD be decided in most tension scenes for the convenience of all those involved.

Every time a new encounter begins, turn order is reset. Turn order is decided with a roll of the dice: at the start of an encounter, all characters involved roll a **D10 and add their Athletics score** to the number.

Characters then compare their numbers, and take their turns from highest to lowest total number—then repeating again, started with the highest-numbered player. The effects of any actions taken in a turn are resolved **as soon as they are taken**.

If two or more characters have the same initiative number, they must roll initiative again, and the highest-rolling character goes before the others.

Turn order may not need to be rolled at all if the action the players take is sufficiently brief—swiping an item off a table, lifting something out of a pocket, or making a single precise attack that instantly kills the target. Generally, if something would take less than six seconds,no turn order need be established.

At the start of your turn, you may choose to delay your turn until after another character's turn—so long as that character has a lower initiative than you. You may declare this without preamble and at no cost. This does **not** permanently change your position in the turn order.

During a turn, all characters, enemy and ally alike, are afforded **TWO** actions. They may be given additional actions by a variety of sources, but in most cases every character has 2. These two actions can be allocated one of three ways: **Movement, Attacking**, and **Whatever.**

Movement: During a turn, players may move a pre-determined number of squares. Your movement speed is equal to your **athletics**—or **3,** if your athletics is 2 or lower. Players may spend any number of actions on movement. Doing so with 2 or more actions is referred to as **Double Moving.** If, while moving, a character attempts to perform a feat of athletic skill—IE climbing a fence or vaulting over an object—the GM may ask them to roll athletics first.

Attacking: Unless your crimes are exclusively fraud, embezzlement, and other ~~pussy~~ white collar crimes, you're probably going to have to rough somebody up. You can use **ONLY ONE** action each turn to **Attack.** "Attack" is a catch-all term used to refer to using weapons, using Doodles, or hacking something. For more information on each of these three things, see the **Combat, Doodles,** and **Hacking** portions of the manual.

Whatever: This is for the rest. Reloading guns, picking things up, using equipment, picking locks, stabilizing teammates, jerkin off, taking pills, you get the idea. Within the great majority of this manual, **Whatever Actions are referred to simply as "actions", and any reference to an action which is not declared as being either attack or movement is presumed to be in this category.** For a more precise list of things you can do with whatever actions, see **"Whatever Actions"** on page 26.

Playing the Game V: Buying Stuff

The final fundamental of Toonpunk is stuff: guns, gear, glam, and guys. In like a hired help way, not in a slavery way, only villains do that. The point is you're going to do a lot of shopping in this game.

To carry out a job, you need to buy stuff. To get the take back to your lair, you need to buy the right stuff. After you steal a lot of money, you're gonna use it to buy—of course—even more stuff!

There's a big list of the stuff you can buy which starts halfway through this book and doesn't stop until just before the end. Everything you buy there—from guns to drugs to henchmen—has a listed monetary value. Obviously it's not all on the up-and-up, but crooked money is as good as anyone else's; so if you can pay for it, it's yours to take home.

Sometimes item costs will be presented as formulae or reference the variables EX, CH, WS or MM. These are references to the four specialty skills Explosives, Chemistry, Weaponsmithing, or Mastermind, all of which can reduce item prices. More information on them can be found in the **Character Creation** section.

Character Condition: Dealing and Taking Damage

Character Condition I: Health

Getting shot hurts—it hurts a **lot**, in fact. Most people can't get shot more than once or twice without passing out from the pain (and dying of blood loss); and while most punks will be shot at least once in their careers, that's far from the only pain they'll ever have to endure. Every time you take damage– be it through falling, bleeding, burning, gunshots, or some other source—you will lose a number of points from your **Total Health.** Your total health is a measure of your current physical condition; and like other character stats, higher is better. If your Total Health ever reaches 0, you will be **incapacitated** (See: **Incapacitation and Death** below).

Your **grit** stat dictates your total health, and thus your survivability: your total health is equal to the number of points you have in your grit stat plus 5– so a character with 2 grit would have 7 Total Health, and a character with 10 grit would have 15 Total Health. Any damage you suffer will heal between encounters, barring special circumstances.

Your Total Health starts at its maximum level every time a new encounter starts, unless strenuous or unusual circumstances have been levied against you at the GM's discretion.

Character Condition II: Incapacitation and Death

Should the worst come to pass during a job, you may suffer enough damage to reduce you to 0 health. When this happens, you will be **incapacitated**. While incapacitated, you are bleeding and crippled: you cannot perform any action whatsoever and are wholly at the mercy of your enemies. They may take anything from your inventory that they want, and can move you around as they please.

While you are incapacitated, you must roll grit every turn; for every turn you spend incapacitated, a stacking -2 penalty will be inflicted upon your rolls– so that the second time you roll, you will have a -2 penalty, and the third time you will have a -4, and so on until you reach -10.

Once you have failed three grit rolls, you die—but you may get the chance to make one last hail-Mary (see **Miraculous Recovery** on the next page). If you are unfamiliar with the ramifications of death, please go play in traffic until you understand.

While incapacitated, death can be prevented so long as a member of your team gets to you before you die. At the cost of a single action and nothing more, another player can **Stabilize** you—they perform the rudimentary medical functions required to keep you from dying. **When stabilized**, you do not have to make grit rolls to stave off death. You will still be out of commission until you get to a hospital (or something similar), but **you won't die**.

If you have lost any health points, you will regain them at the end of the encounter. You can also recover health during an encounter using certain items from the black market.

Sometimes an effect will specify that a character heals "up to their nearest third". This means they regain enough health to bring them to the nearest third of their maximum health: for example, a character with 12 maximum HP and 6 current HP, when healing up to their nearest third, would heal 2 HP, bringing them to 8 HP.

Surrendering and Getting Tied Up

Getting beat on isn't the only way to get incapacitated. It is possible that a character might surrender to a hostile party. Surrender is defined, for mechanical purposes, as any instance in which a character has remained compliant with a **Freeze!** order (as defined in **Combat VI: Combat Actions**) or otherwise expressed compliance with the intentions of a hostile party for one or more turns. A character who has surrendered can get **tied up**, if a hostile party then uses the **Zip Cuffs** item on them.

A character who is **tied up** is, like an incapacitated character, unable to do anything. A tied-up character can be cut free by a teammate at the cost of a single action. Characters who are tied up do not lose any health from being tied up, but take twice as much damage from all attacks; after being freed, they do not take a special penalty from having been tied up. Free characters may remove anything they want from a tied-up character's inventory unless the item is specified as being impossible to steal.

Carrying the Dead and Dying

Occasionally you'll want to move someone who has just been incapacitated. Whether you're a field medic trying to rescue an injured teammate, a kidnapper moving a tied-up hostage, or a sniper setting a trap, you're gonna have to hurk the guy up over your shoulders—or at the very least drag him.

When you want to pick up a character, they **must** be either bound, incapacitated, or dead. Conscious and unbound characters cannot be carried under any circumstances. They wiggle too much.

Picking up an incapacitated character requires a single action, but putting them down again does not. While carrying a character, you cannot double- move.

Miraculous Recovery

Sometimes, dying doesn't stick. That's the weird thing about being made of ink: you can take a **lot** of punishment, and sometimes you'll miraculously revive from things that should've killed you.

If you fail your last grit roll after being incapacitated, you have one final chance to cling to life: the "Miraculous Recovery" roll. For each power burst you currently have saved up, roll 1d10, plus an additional 1d10 just for the hell of it. If any of these dice roll either 1 **OR** 10, you instantly revive with 1 health point, lose all your power bursts, and do not gain any power bursts at the end of the job. You may only make 1 miraculous recovery roll per encounter.

Character Condition III: Damage and Barriers

Whenever your character suffers physical harm, it does a certain amount of **damage**. Weapons all have a damage value, abbreviated as **DAM**—this is a measure of how powerful the weapon is. Other hazards—like falling, broken glass, or fire— can damage your health as well. Every time a character—be it you, your teammates, or an enemy— takes damage, their health can potentially be depleted. However, if a character has armor, shields, or other barriers, they can reduce or entirely negate the effect of enemy weaponry. Barriers are conveyed via equipment and, in some cases, augmentation. They come in three types:

Armor (abbreviated as **ARM**) is a simple form of protection: plates, weaves, and meshes that hinder small arms and blades. In battle, armor is effectively an extension of your total health: whenever you would normally take damage, your **armor takes damage instead** until it is depleted. Armor, like health, is regained between encounters unless otherwise stipulated by the GM.

Armor has one more trait that distinguishes it from your health: if a character wearing armor takes a hit from a weapon with **less than half the armor's current strength**, the damage will be **negated altogether**. In this way, a character with a vest that is currently at armor 5 will be resistant to harm from any weapons that do 2 or 1 damage, but will still be vulnerable to any that do 3 or greater.

Armor is not completely immune to small arms: every time a suit of armor negates an attack, keep track of the damage it would have taken. After a piece of armor has taken damage equal to its current value, it no longer negates attacks—instead, whenever it would negate an attack, it instead takes 1 point of **chip damage**. It will continue doing this until the start of its wearer's next turn; and after its wearer's next turn begins, it will continue to negate attacks as usual. Chip damage cannot be reduced by effects that affect or negate regular damage: so over time, even the strongest armor can be worn down by repeated impacts.

Armor normally comes in three **materials: Mesh, Ceramic,** and **Plasteel**. Mesh is the weakest but the lightest; plasteel is heavy and difficult to maneuver in; ceramic strikes a healthy balance between the two. Some weapons have the **Pierce** trait, which allows them to completely ignore certain kinds of armor and damage their wearer's health directly.

In combat, any weapon which can pierce one grade of armor can also pierce weaker grades of armor: a weapon that can pierce ceramics can also piece mesh, but not plasteel; a weapon that can pierce plasteel can pierce all three.

See 'Pierce' on page 63 for more.

A suit of armor's stat block looks like this:

Plasteel Power Armor ($500000)
ARM: 15 | Plasteel | Armor
[Description]

Shielding (abbreviated as SHD) is another form of barrier. Shields are almost like armor, with one major exception: shields can't negate damage like armor can—they will **always** be decreased whenever they absorb damage, no matter how small the damage is.

For example: if a shield worth 10 points is attacked by a weapon that does 2 damage, the shield will be reduced to 8 points. If it is then at a later time attacked by a weapon that does 9 damage, it will break entirely. The remaining 1 damage will be allocated to the wearer's remaining barriers, if they have any.

A shield's statblock looks like this:

Personal Shielding Unit ($50000)
SHD: 10 | Equipment

Special barriers (abbreviated as SPC) are almost wholly different from either armor or shields: calling upon strange power sources or archaic knowledge, special barriers have behavior unique to the item which provides them—like entirely absorbing a single bullet of any caliber. They're usually expensive!

The three kinds of barriers have a strict priority and will always take damage in a specific order: **Shields** always take damage first, **special** barriers always take damage after shields, armor always takes damage after special barriers; and only after **all of these** are exhausted will a character's health take damage.

Character Condition IV: Remaining Incognito

The modern world is a wild and dangerous place, where everyone is on the lookout for cool and happenin cats like you. Unless you want to be arrested before your heist even starts, you're going to have to know how to blend in with the crowds.

While the majority of civilians are uninformed (and proud of it), law enforcers all throughout your theater of operations will be more-or-less abreast of your many villainous actions. They're the ones you need to worry about: when you are out and about, and you pass through a law officer's field of view, the GM may elect to make a **Suspicious Person Roll**—a roll which does not rely on any stats of the officer's, and instead is determined by **your** actions and equipment. If it succeeds, the officer will recognize you as a criminal!

By default, this roll has a target of -1, meaning that under normal circumstances they will never recognize you: however, this target can be modified by your notoriety and current equipment, in the following ways:

For every 100,000 CDs or equivalent items you have stolen or destroyed, lawmen will get a +1 bonus to their Suspicious Person Roll. You don't need to worry about the number of people you kill, though—police these days only care about property!

If you have a short weapon on your person, lawmen will get a +2 bonus to their Suspicious Person Roll.

If you have a weapon or item with the "Dead Giveaway" trait, lawmen will automatically pass their Suspicious Person roll. Unless otherwise noted, **all Long Weapons** have this trait.

If a lawman ever successfully identifies you as a suspicious person, you will be approached for questioning: and from then on out, it's up to your sense of guile to get out. If you manage to successfully lie your way out of suspicion—perhaps by judicious use of your **Acting** skill—then you will likely be sent along on your way; or your may simply try and outrun them—though any policeman worth running from will no doubt have a radio with which to relay news of your appearance.

If you fail to escape their notice, the lawman will attempt to apprehend you; and while you may resist arrest by engaging in combat, you will not be afforded a surprise attack round, and the sound of fighting may alert civilians and police alike. Of course, all of this remains up to the GM's discretion: consult with your GM before your game starts to learn if they will be enforcing this rule, and if so how stringently. Plan accordingly.

Acting I: All you Need to Know

So now that we've spent plenty of time talking about all the ways you can get fucked up, let's talk about what you're going to be doing to keep that from happening. You're going to be bluffing, persuading, cajoling, intimidating, impersonating, falsifying, performing, flim-flamming, bamboozling, seducing, deceiving, charming, cheating, falsifying, overpromising while underdelivering, and telling shameless bald-faced lies.

It's called "acting", children.

Acting is something with which most punks will need to become quite familiar. It's the fastest way to acquire information and earn trust; it's what you use to take hostages and keep rescuers at bay; it's how you aver your innocence when the police come knocking; it's the art of being as gentle as a lamb or as terrible as a tempest and going back again. It's one indispensable skill.

The acting skill is used whenever your character wants to talk to another character with the intention of altering their thoughts or feelings in any conceivable way. It is, due to the sheer range of options, the most versatile skill in the game; and because it can cover so much ground, the rules regarding its use are fast and loose in a way they aren't for other skills. There are only a few rules about acting, and a few guidelines to follow, and all of those are on this page. Without further ado:

When you make an acting roll, you must always state, precisely and clearly, exactly what it is that your character says. While you may be tempted to just say "I use acting", and your GM may be tempted to allow it for the sake of getting your boring ass off the stage, this is a supremely unenjoyable way to conduct yourself: the point of a role-playing game is to play a role, and there is no finer time to play a role than when your character is lying like a rug. Yes, you might be unsure of yourself; you might put your foot in your mouth, or sound like a goober, or accidentally say something insanely racist. The thrill of danger is half the fun!

The worst thing that can happen is that all of your characters die and your GM reports you the police for hate crimes and your boss overhears you and you have to take mandatory sensitivity training where everyone is so appalled by what you said that the entire class take turns beating you up. In the grand scheme of things, that's barely bad at all!

Whenever you make an acting roll of any kind, the GM should assign you penalties based on their own interpretation of how effective your presentation was. If you are telling a lie, they should assign penalties based on how confident you were, or how many inconsistencies they notice. Intimidation should be gauged on how frightening your choice of words and intonation is; seduction should depend on how appealingly you present yourself; and so on and so forth.

The GM and the players BOTH should remember that what appeals to, frightens, or attracts people varies from person to person. The GM should get into character and assign penalties or bonuses based on how well your acting preys on the NPC's desires, fears, or other emotions.

The GM may, on occasion, refuse players the opportunity to make acting rolls. A GM should do this sparingly at most and only if there is a very good reason for the character to out-and- out refuse to respond: for example, the GM may refuse to allow a player to roll acting to try and hoodwink a character who has proof that they are lying; the GM may refuse to allow players to intimidate androids or other things which cannot feel fear; the GM may refuse players the opportunity to try and seduce anyone who does not find them attractive.

It is up to the GM's discretion how much acting it takes to bring a person entirely under your sway. Depending on the nature of your situation, you may be able to get done with a single acting roll (intimidating a frail or cowardly person, for example) or you may need many more (IE attempting to con a shrewd politician).

If a player is attempting to manipulate an entire crowd of like-minded individuals, don't make them roll a million different acting rolls. One is plenty for that

Combat: How To Kick Ass

When should you resort to combat?

If you can help it, never. But, since you might not always be able to avoid it, we will instead say "whenever it's expedient". Combat is almost always the worst possible way to solve any given problem, because it's the only one where lots of people die and where the police get summoned to come end your life. But you'll need to become acquainted with combat sooner rather than later. How soon? Now.

Combat I: Item Characteristics

On the Doublearth, there are many kinds of weapons still in use, from the elegant rapier to the devastating shotgun, to the subtleties of poison or remote explosives. An experienced operator will be familiar with most breeds of weapons, if not **all** of them; a novice would do well to learn them before they are used against him…

Weapons and other items are defined by several attributes. These are:

Damage (abbreviated as **DAM**)—A measure of a weapon's raw killing power. Weapons with a higher DAM stat do more damage: when a weapon is used against someone, it can reduce the victim's health, armor, shields, or barriers by that much.

Capacity (abbreviated as **CAP)**—The amount of ammunition a weapon can store before needing to reload. Weapons with a high CAP stat can fire for several rounds, or even an entire job. For every shot you fire, your weapon's current CAP will be reduced by 1. If you ever run out of CAP, you must reload your weapon before you can fire again (See: **Combat III: Guns: Shooting and Reloading**)

Effective Range (abbreviated as **RNG**)—The distance your weapon or item can reliably hit a target. A weapon's RNG is the number of tiles it can shoot away from you before you begin to suffer distance penalties. A weapon with high RNG can shoot accurately at targets a great distance away.

Weapons' **maximum range** is twice their effective range. You can shoot at targets outside a weapon's effective range, but within their maximum range, at a gradually increasing penalty (see: **Weapon Range: Effective and Maximum**, page 22).

Size—The size of your item, which determines where on your body (and in which inventory space) you can store it. Weapon sizes are **Long**, **Short**, Compact, or **Equipment**. Armor sizes correspond to body parts. The sizes are as follows:

Long Weapons with this trait require two limbs to operate properly. This encompasses rifles, swords, axes, and anything else you'd use to go jeep hunting. Long weapons occupy the Long Weapon slot in your inventory. Since they confer superior power. They're best used in direct assaults. Unless otherwise noted, **all long weapons** have the **Dead Giveaway** trait.

Short Weapons with this trait require only one limb to use well, but are generally less powerful than long weapons. They occupy the Short Weapon slot in your inventory, and are usually used as sidearms or in close quarters.

Compact Weapons with this trait are so small that they can be tucked into your clothes or affixed to your joints. They occupy the Compact Weapon space in your inventory, and are generally only employed as holdout weapons.

Equipment Weapons or items with this trait occupy the Equipment slot of your inventory.

Head

You get the idea by now.

Boots, Gloves, Torso

Moving swiftly along.

Type (**Arrow, Bullet, Chemical, Computer, Doohickey**, **Energy, Gizmo, Melee, Thrown**, or **Warhead**)—How your weapon of choice achieves its goal of killing, incapacitating, or otherwise maiming your fellows. Certain items and effects only apply to or against weapons with a certain damage type. For a complete list, see **Damage Types** on page 68.

These five statistics define every normal weapon in a TP game. Picking the right is the key to success; but there is one other factor to consider when deciding on the right tool for a job. Many weapons have **traits**, which alter their characteristics in ways either beneficial or detrimental to you. For more information, see **'Item Traits'** on page 63; but first, we have some more bases to cover.

Doodles

In the world of toonpunk, reality itself is subject to an artist's whims, as long as you have enough ink and paper. Artists use doodles—simple drawings like banana peels or motion lines—to manipulate, disable, and cripple your enemies.. When using a doodle, you use the **artistry** skill instead of the **murder** skill. Doodles only have two attributes: **range**, which you already know about, and **IP**.

Ink Points (abbreviated as **IP**) measures how much ink a doodle costs to draw. Similar to CAP, an amount of IP must be expended with every doodle you cast. Unlike bullets, a character's IP **is limited— all characters have 15 IP** to spend. IP spent will only regenerate at the end of an encounter. **Some effects reduce the IP** cost of a doodle, and can even reduce it as low as 0.

Unless specially noted, all doodles require you to make a single successful roll, using the artistry skill, before they take effect. **Successfully** using a doodle is called "illustrating". Unsuccessful doodles **do not cost any IP.**

Ammunition

So imagine one day you're blowing up a factory, as is your custom, and you're using your little bullets to shoot a bunch of little guys—again, as is your custom. Then around the corner comes a big guy. What're you gonna do? Well, if you came prepared, you're gonna pull out the little bullets, load the big bullets, and it's back to business as usual.

Ammunition items occupy no space in your inventory and you can carry as many as you want; however, before you can use them, they must always be equipped on a compatible weapon. An ammunition's compatibility is listed in its description. Switching between regular ammunition and special ammunition does not have its own action cost; however, it may only be done while you are reloading. An ammunition statblock looks like this:

Big Bullets

CAP: -5 | RNG: == | DAM: +3 | Ammunition Big Bullets are compatible with: Big Gun

When you equip an ammunition item, it alters the attributes of the weapon into which it has been placed. An ammunition's characteristics are relative to the weapon firing them. If an ammunition has a minus symbol before one of its listed characteristics, the corresponding characteristic of its host weapon is reduced by that much. Similarly, if an ammunition has a plus symbol before one of its listed characteristics, the corresponding characteristic of its host weapon is increased by that much. If an ammunition has an equal symbol for one of its characteristics, the weapon's corresponding characteristic is unchanged by equipping the ammunition. If an ammunition has a number that stands without a plus or minus sign, then it wholly replaces the weapon's characteristic without concern for the original.

An ammunition item's traits apply in addition to any traits the weapon normally has. If the weapon and the ammunition have different degrees of the same trait, the ammunition trait supersedes the weapon's.

Ammunition items are purchased by the mag. Unless otherwise noted, all ammunition types have the **Limited-Use: 1** trait (see **limited-use**, page 64).

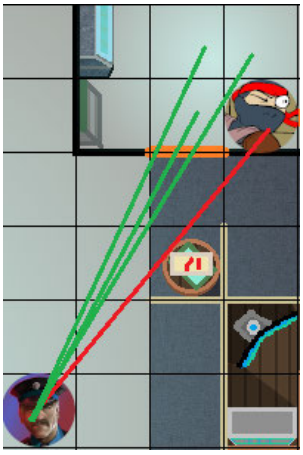
Combat II: Line of Sight and Cover

In case you missed it the first time we told you: **shooting someone really hurts**. You're gonna do it, and it's gonna be done to you. Here's how it works.

First thing—range. When you want to shoot someone, they have to be within your weapon's **maximum range**. If your target is within range, you must next check **Line of Sight**—whether or not you can see the target. Line of sight is easy to determine: draw a straight line from your token to theirs, **or** any adjacent square the target can move to—this represents how you can fire at a target that is not necessarily wide open. As long as this line is not obstructed—IE by smoke or walls—you can attack the target.

Just because you can see your target doesn't mean you can get a good shot at them: this is where **cover** comes into play. Any **solid** or object (here denoted by black lines) is, unless otherwise noted by the GM, cover. Other objects may **also** be cover objects, or block line of sight, **at the GM's behest:** these can include tables, counters, cars, or whatever else.

When you attack an enemy, draw a line from your token to your target, and **every unobstructed** square adjacent to them—this represents your target's ability to dive, scramble, and duck short distances. Should **any one** of these lines pass through **any** cover object, your target is **in cover** from you. Cover is relative between individuals and must be established for **every** entity attacking a given target.



The security geek draws lines from his token to every space surrounding the ninja. The green lines are unobstructed. The red line passes through a wall, so the ninja is in cover.

If the target is in cover, they are much harder to kill: you may still make the shot, but you will suffer a massive **–6 penalty**. Critical hits against covered targets are treated as normal hits. You cannot deal chip damage to targets who are in cover.

That bit about critical hits will make sense in a few pages, don't worry.

Cover only imposes a penalty on attacks made with weapons; not on doodles or hacks.

Peeking

While in cover, you can **peek** around it, and draw your line of sight as if you were standing in a square adjacent to you. This means you can lean around a corner to shoot, without exposing yourself to the enemy. Your position **does not actually change:** this is not movement and does not trigger any effects that rely on such.

The ninja peeks from the green square. He can draw a line to every space surrounding the security geek. Ergo, the security geek is NOT in cover.

Combat III: Using and Loading Weapons

This part is easy. To attack someone, roll your d10(s) and compare the result(s) to the value of your **murder** skill, with all relevant penalties and bonuses added. If your roll passes, then you hit what-or-whoever you were aiming at and deal damage as described in **Character Condition** back on **page 15**. It's as easy as that. Now for the interesting part.

Alerting Enemies: Silenced and Suppressed Weapons

Using any weapon that does not have the **suppressed** or **silent** trait will instantly alert every single person on the map, and anywhere that the GM deems sufficiently close, to the presence and location of the person who fired it. **Do not fire a gun unless you want to fight.** Nuff said!

Ammunition: Shooting and Reloading

Whenever you fire a weapon, you will expend at least one CAP; after you've fired a number of rounds equal to your weapon's CAP, you will run out of ammunition and have to spend an action reloading. This takes up half a turn you could spend moving or shooting, which can leave you quite exposed. Fortunately, you do not **have** to reload after running out of ammo—only once you want to start shooting again.

Reloading does not require a roll: simply declare your intentions. Unless otherwise noted, reloading a weapon requires a single action. Additionally, you may reload **as many times as you want** and do not need to worry about carrying ammunition with you. Where do all the extra bullets come from, you may ask? **Shut up**, that's where.

Multishot and Multitarget

A "shot" is any time you roll the dice with the purpose of damaging someone else during an attack action: the individual trigger pulls and sword swings are "shots", which take place during but are not themselves the attack action. This is important.

During a single attack action, you may use your weapon multiple times to inflict extra damage on your target. However, you will suffer a **–4 penalty for every extra shot or swing you take**. This is called "multishotting", and it is invaluable against dangerous targets. You may also attack multiple **targets** each turn—but **you will suffer a –6 penalty** for every person you target beyond the first, which means you will be useless if you try and attack too many people at once. Some weapons have traits which lessen or eliminate these penalties.

Weapon Range: Effective and Maximum

Your weapon's **maximum range** is **double its effective range**. Shooting at targets in this range may be necessary, but it's imprecise: Exceeding your weapon's effective range imparts a **–3 penalty** on your shot, stacking with **every third of your weapon's range you exceed**, to a maximum of -9. For example, a RNG 15 weapon's **maximum range is 30**, with a -3 penalty past 15, -6 past 20, and -9 past 25.

Equipping and Swapping Weapons

Most combatants will carry two or more weapons, but may only have one **equipped** at any given time.

You may equip any weapon in your inventory at the start of an attack, and this weapon remains equipped until your next attack action. you may change your equipped weapon **during** an attack action at the cost of a **–2 penalty** to all subsequent rolls, stacking with itself for successive switches.

You **can't switch to a weapon and then not use it**—weapon switches can only occur if they are followed by an attack.

Some augments allow you to carry extra weapons which are always equipped. You may use these with no weapon switch penalty, but you cannot change or remove them except during downtime.

Combat IV: Clashing and Evading

Unlike the relative precision of gunfighting, melee fights are desperate and messy. While combatants **may** choose to just wail on each other like a couple of kaiju, more skilled fighters will choose to **Clash**, which can decide a battle in an instant.

Whenever a character makes a melee attack, they may choose to **clash** with their opponent. After doing this, they are unable to take any other actions until the clash is resolved and must devote their turn to continuing it. Continuing a clash in of itself does not cost an action: this means that if the clash ends on your turn, you may take your turn as you would normally. Each clash is resolved individually, even if a single combatant is in several at once.

When it is time for a clashing character to take their turn, they must decide how they wish to proceed. You have 3 options during a clash.

The first option in the clash is to, uh…**clash**. When you clash, you roll a number of D10s equal to **half your murder score, rounding up,** and tally the result. Your enemy does the same thing. Whoever rolls the higher number wins. The winner of the clash rolls on the **success tables** on the next page.

Most weapons roll on the **lethal** success table; but weapons with the **nonlethal** trait use the nonlethal table. If you are in a clash and have a weapon **without** the **melee** type equipped, you roll one less die and always roll on the nonlethal success table.

Your second option is to **Evade**. Evasion works like clashing, except that you roll D10s equal to half your **athletics** instead. If you win, the clash immediately ends, no ifs ands or asses.

Your last option is to **Absorb** the blow. This is you standing there like a fool and hoping your armor can take it. If you absorb the blow, the clash immediately ends - no rolls required. However, your opponent gets one free attack against you with the weapon they were clashing with. This attack automatically hits, but cannot multishot.

The clash ends if you stop being adjacent to your opponent for any reason, or if either opponent loses the ability to attack. You can start as many clashes you like with one action; but for every simultaneous clash, roll you one fewer die for each. Finally, if a clash between has just ended, no involved parties may initiate another clash until their next turn.

If you would roll 0 dice or fewer while clashing or evading, you automatically lose.

Clash Success and Damage Tables

At the end of every clash round, someone's gonna end up on top. The winner of the round must roll a D5 and compare it to one of the tables below. The tables, lethal and nonlethal, are exactly what they sound like. Unless explicitly otherwise stated, weapons are presumed to be lethal.

Certain weapons, augments, or specialties can grant bonuses to your success rolls. You may pick an effect from higher up the table than the number you have rolled. For example, someone who rolls a 4 can take the effects of 4, 3, or anything less than 4; but **not** the effects of 5.

Clash Damage Table: Lethal

1—Light wounds. You do your weapon's damage to your target. The clash continues for another round.

2—Deep Wounds. You do 1.5* (rounding up) of your weapon's damage to your target. The clash persists.

3—Cripple. You not only disarm your enemy, but cut or beat them so hard that their forelimbs are rendered useless. They are unable to take any attack actions, and suffer a -2 penalty to **any athletics rolls**. This persists until they can spare 4 actions to mend themselves, which do not need to be taken consecutively.

4—Mighty Strike. You attack your enemy with such force that they take 2* your weapon's damage, and are pushed a number of tiles equal to **your athletics score** in the direction of your choice. You can choose to follow them at no action cost; and if you do not, the clash will end.

5—Devastating Strike! Your blows strike with such ferocity that your opponent is left maimed! You deal 2* your weapon's damage, and cripple them as per the **'Cripple'** effect above.

6—Neckshot! You deliver a devastating strike to your enemy's neck—a decisive and almost-surely fatal blow. They are **instantly incapacitated**.

Clash Damage Table :Nonlethal

1—Nothing impressive. You either hit the wrong place, or miss. The clash persists for another round.

2—Grapple. You catch your opponent off-guard and direct their movements. Both of you move up to two squares in the direction of your choice. This can be used to position them in a more favorable location, or outright kill them if you position yourself properly. The clash persists for another round.

Unless they're dead, I mean.

3—Disarm. You manage to knock your opponent's weapon away, causing it to fly 2 tiles in the direction of your choice. Weapons thrown in this way can then embed themselves in any characters standing on the landing point, dealing 1d3 damage to them. The clash persists for another round. If your target is unarmed, this is upgraded to "cripple", as described below.

4—Cripple. You both disarm your enemy, and dislocate or sprain their favored appendage. They are unable to take any attack actions and suffer a - 4 penalty to any athletics rolls until they can spare four actions to mend themselves, which do not need to be taken consecutively. Should they be equipped with a weapon, you also inflict **'disarm'**, as described above.

5—Fracture. You manage to damage your enemy's limb so severely that they are incapable of attacking, suffer a -2 penalty to any athletic rolls, and -2 to athletics for purposes of movement speed calculation. More importantly, they cannot repair the damage until another character can spend 8 nonconsecutive actions to heal them. This effectively removes them from the battle at hand.

6—Cold-cock! You knock that fucker out. They are incapacitated, end of story.

Combat V: Critical Rolls

There's a hundred dozen self-described "fates" walking around in the 24th century, but none of them can see half the bullshit that comes for the average toonpunk. In TP, twists of fate can occur in the form of **Criticals:** dumb fuckin luck that makes or breaks a job then and there.

There are two types of criticasl: **Critical Successes** and **Critical Failures.** The former represents a sudden burst of genius or trick of fate that allows you to perform an incredible feat; while the latter represents a devil from the machine—a horrible snatch of bad luck that could upset your plans and imperil your life. When you roll a **critical success**, you automatically succeed at whatever action you were attempting. **Critical failures,** contrarily, cause you to automatically fail whatever you were attempting—and can cause it to backfire spectacularly. An example of a critical success is succeeding on an acting roll so thoroughly you cause a character to stop questioning you altogether; an example of a critical failure is a gun backfiring and blowing up in your grasp.

Whenever you roll a 1 on the D10, regardless of if you would normally succeed or fail, it is possible to have a critical success. Similarly, whenever you roll a **10, and would otherwise fail,** it is possible to have a critical failure. In this way, you **cannot critically fail at a skill you have 10 points in,** but you **can critically succeed at a skill you have 0 points in**. Before you can do either, though, you must roll to **confirm** the critical. To confirm, you simply roll once again against the relevant skill, with a +1 bonus if you are checking to confirm a critical success, and a -1 penalty for a critical failure.

If you pass this roll, the better of the two results happens—you successfully crit, or do **not** critically fail. Contrarily, if you fail this roll, the worse result occurs—you merely succeed normally whereas you might have critically succeeded, or you suffer a terrible critical failure instead of a normal failure.

If, while confirming a critical roll, you make another roll which would itself induce a critical confirmation of the same type—IE rolling a 1 to confirm a critical success, or a 10 on a critical failure—that too must be confirmed, with the result becoming either successively more miraculous or disastrous until you roll a number which does not induce a critical.

When you roll a **critical success**, in addition to automatically succeeding in your attempt, the effect of whatever you were attempting to do is **multiplied by 2**. In combat, your attack does twice its normal damage. In most other cases it is left up to the GM's discretion exactly what happens to you.

When you make a **critical failure**, that same rule of thumb applies: whatever you were going to do not only fails, but fucks up about as badly as the guy who greenlit 5 seasons of Rick and Morty. Outside of combat, what precisely that entails is **also** left up to the GM's discretion, but it is definitely going to suck truck nuts.

In combat, though, a critical failure almost does the same thing. If a character critically fails an attack roll, they must roll 1d10. On a roll of 1 or 10, their weapon **shatters**, or is otherwise rendered unusable for the rest of the mission. On any other roll, it **jams** and must be reloaded before further use. If you roll a jam result but the weapon cannot be, or does not need to be, reloaded, then no penalty is suffered.

Doodles cannot shatter, but all critically failed doodles drain twice their normal IP.

Combat VI: Combat Actions

This section is a complete quick reference glossary of the actions you can take in combat, along with their effects and costs.

Attack Actions!

Attack actions encompass the various ways you can wreck someone's shit: weapons, clashing, hacking, or Doodles. Unless otherwise noted, you may only make a single attack action per turn.

Attacking: Attack someone with whatever weapon you have equipped. For more information on the basics of attacking, see **Combat III: Using and Loading Weapons.** This section of the manual serves as a simple list of the things you can and cannot do in the span of one attack action.

As a recap, with a single attack action, you may:

- Attack with your equipped weapon or use a doodle.
- Attack, but multiple times! For every extra attack you make, you take a stacking -4 penalty on associated and subsequent rolls. This is called 'multishotting'.
- When multishotting, you may attack multiple targets at the same time. For every target you attack beyond the first, you suffer a stacking -6 penalty. This is called 'multitargeting'.
- Switch weapons as many times as you like, with a stacking -2 penalty applied to all attacks made that turn for each weapon switch.

During an attack action, you **may not** reload your currently-equipped weapon, even if reloading would not cost you an action.

Hacking: Like attacking, but with less murder and more furious typing. We haven't explained hacking yet, but it's a thing you can do with an attack action so we gotta list it here. See the **hacking** section of the manual on **page 31** for more information.

Clashing: A more complex attack made with a melee weapon. For more information, see **Combat IV: Clashing and Evading** on **page 22.**

Guard: A defensive action that can intercept moving enemies and help secure vital areas. Characters may spend their attack action to **Guard**. This is not an attack, but does allow them to interrupt enemy movements with attacks of their own. Characters who are guarding should be marked some way to avoid confusion.

If you are guarding and an enemy voluntarily enters or move through your line of sight, you may choose to take a **reaction shot**. You may take this shot at **any point** during the target's movement when you still have line of sight to them. You are then allowed to make a single attack against the target, including using doodles, at a **-4 penalty**. This penalty is increased to **-6 if the target is double-moving.**

If a reaction shot deals non-chip damage to the target's armor or health, the target loses all the remaining movement in their action. Otherwise they may continue moving at no penalty.

You may only make one reaction shot per guard action.

Freeze!: Having a loaded firearm pointed at you is an unpleasant experience, doubly so when the wielder is ready to blow your brains out.

Freezing isn't an action in itself, but rather **something you can do while guarding**. If you're guarding and an enemy is within X squares of your position, where **X is your Acting Score +1**, you may command them to **Freeze**, instead of firing.

A character who has been commanded to freeze must immediately stop moving under penalty of **instant death**. At the start of their next turn, they may use **a single action** to save themselves. If this action puts them in cover, breaks the attacker's line of sight, moves them out of the weapon's effective range, or incapacitates the attacker, then nothing special happens. If it does not do one of those things, or triggers a reaction shot, then the attacker shoots the frozen character. This shot **automatically hits and incapacitates** the frozen character. The attacker **may not** shoot the frozen character **unless** they try and fail to escape.

If a frozen character complies with the attacker's demands and stays in place, they will not be shot, and instead may be tied up (see **'Surrendering and Getting Tied Up'** on **page 15**). Freezing does not cost your reaction shot, but subsequently firing does. You may only ever freeze one character at a time, and if you take a reaction shot on any other target, your freeze is negated. If your target takes any damage, your freeze is negated.

Movement Actions

This section lists the various ways you can move around the map in a game of Toonpunk. You may spend any number of your actions on these.

Running: The most basic combat movement action. Your running speed is equal to your athletics skill—or 3, if your athletics is 2 or lower. You may use both of your actions in a turn to run; doing so is called **double-moving.** Running does not require a roll, but does prevent the firing of any weapon with the **Heavy** trait until the end of the turn. You cannot run through squares enemies are standing in, and you cannot end in a square your teammates are standing in, but you may run through a teammate's square at your leisure. You may move diagonally between squares, at no additional cost.

Climbing: While running, you can scramble over railings, up ladders—or straight up walls, if you have the right augments. Climbing over other objects, like fences or rubble, may require an athletics roll at the GM's discretion, but does **not** normally require a separate action.

Tumble: A short defensive move action meant to allow rapid transition between pieces of cover. At any time you could make a movement action, you may instead choose to tumble. A tumble acts like regular movement, except you may only move up to half your normal movement speed, rounding up. So long as you don't finish your move in an enemy's line of sight, tumbling does not subject you to reaction shots made by guarding enemies.

Whatever Actions

Equipment Use: On your turn, you may use an action to set up or interact with a piece of equipment in your inventory, such as a portable wall, a drill, or a multi-tool.

Extinguish Fire: If you ever get lit on fire, you can spend an action to put yourself out. You should probably do this as soon as possible.

Reloading: As defined in **Combat III: Using and Loading Weapons**, you will need to reload your weapons quite often. This can require multiple consecutive actions if the weapon has the **Slowloader** trait, but normally, it just takes one.

Stabilizing: When your teammates are incapacitated and speeding towards death, there's no reason to throw in the towel prematurely. All you have to do is stand adjacent to them and spend an action to stabilize them, which will keep them from dying but will not heal them at all. Maybe throw in a reassuring pat on the back since you're there.

Picking up an Object or Person: If you ever need to pick up a discarded weapon, unconscious person, or other object, that will cost an action. It does not cost an action to drop or throw it again. While you are carrying an incapacitated character or a (by the GM's measure) heavy object, you cannot double- move, you cannot attack with a long weapon, and you roll 2 fewer dice when clashing. You may attack as normal with short or compact weapons.

Intimidating

You may use an action to **intimidate** an enemy. When you do so, designate any enemy who can draw a line of sight to you and roll acting. If the sum total of their **grit and murder** score is equal to or greater than your acting, then you take a penalty equal to the difference between your acting and their combined scores.

If this roll succeeds, then that enemy may not end a move action within X spaces of you, where X is your acting score. This does not force them to move away from you, it merely prevents them from getting closer. While an intimidated target is within X spaces of you, they suffer fear Y/Y equal to your acting score, minus the number of spaces between you.

Taunting

You may use an action to **taunt** an enemy. When you do so, designate any enemy who can draw a line of sight to you and roll acting. If their grit score is equal to or greater than your acting, then you take a penalty equal to the difference between the two. If this roll succeeds one of two things will happen depending on your scores.

If **your acting** is equal to or greater than **their** grit, then if they attack anyone except you, they take a penalty equal to the difference between the two. This effect lasts until the end of their next turn.

If **their grit** is greater than **your acting**, then they gain a **bonus** equal to the difference between the two, when attacking you and only when attacking you. This effect lasts until the end of their next turn.

Combat VII: Improvised Weapons

During your turn you may choose to **improvise** a weapon: this is the act of grabbing a random piece of trash and using it as a makeshift club or blade.

To improvise a weapon, start by determining its maximum size: this is equal to half your athletics score, **or** a roll of 1d6. **You may choose** which method you use to determine the weapon's size **every time** you improvise a weapon. Weapons' maximum size may be raised above 6 via certain augments.

Next, you must think up an object of that size to use as a weapon that you might find at your character's location. Describe what the object is and exactly why it was where you found it. If the GM is satisfied by your rationalization, the weapon is yours. If not, reduce its size by 1 and come up with another weapon to fit the new size. This process continues until you're successful at persuading the GM or until this goes on so long that the GM feels it's hurting the pace of the game—then the GMs should just give the player the largest item they think is reasonable.

Therefore, it's recommended for players to come up with potential explanations for their improvised weapons beforehand and to help out other players who struggle with justifying their improvised weapons to the GM.

To help with this, here are some examples:

On an empty city street, it would be reasonable to find a newspaper dispenser (size 5) but not as reasonable to find a large marble statue (size 5). On a golf course, it would be justifiable to find a golf club (size 3), but not a car door (size 3). In a junkyard, it would be justifiable to find almost anything!

During combat, it takes one action to improvise a weapon. If an improvised weapon is forcibly removed from your inventory by any means, it is by default presumed to be broken and cannot be used again.

Here's a chart with some examples of item sizes.

1	Sock With A Bar of Soap In It; Booze Bottle
2	**Desk Lamp; Frying Pan; A THICC fuckin book**
3	Golf Club; Microphone Stand; Wooden sword
4	**Barbell; Tree Stump; Folding chair**
5	Newspaper dispenser; Old-timey gas lamp
6	**Whole-ass other dude**
7	Phone Booth; Motorcycle; Coffin; Your mom
8	**Horse; Sumo Wrestler; Streetlight**
9	Minivan; Au Recherche du Temps Perdu
10	**Full-sized van; Your mom's dildo**

Bushwhacking

On a turn in which you improvise a weapon, you may roll to **bushwhack** a single enemy adjacent to you. When you **bushwhack** someone, roll your choice of either stealth or acting. If this succeeds, make an idiot-proof attack against them with your improvised weapon. A bushwhack attack does not have an action cost and does not preclude you from making an attack with your remaining action. It counts as an attack action for all other purposes.

You may only bushwhack a single enemy each encounter.

Sneaking: What you Need to be an Assassin or Second Story Man

Plenty of operators out there will tell you that the best way to do your job is to never even be seen. There are plenty of thieves, assassins, and television repairmen who know this to be true. Even if you're not one of them, every Operator should at least understand the basics of stealth. Because of the nature of this game, you're going to be avoiding detection more than you're going to be doing the detecting—but make no mistake, enemies can get the drop on you too, and you need to know what to do to keep that from happening.

Sneaking I: Taking Turns While Sneaking

Sneaking works, in many ways, like combat. You take turns, you make actions, you roll dice, and hopefully you come away with a lot of money. Like combat, sneaking is divided into encounters, rounds, and turns; there are, however, a few slight differences in how it all works.

A sneaking Encounter begins when at least one character attempts to avoid the attention of any other. This should generally be sorted into the "tension" mood and held as a distinct encounter from any combat which occurs thereafter.

It ends only when the sneaker is revealed, or when combat is engaged anywhere on the map. At the GM's discretion, small combat engagements between unrelated parties—such as a fistfight in the distance—may occur without disrupting the sneaking encounter.

During a round, players take their turns as normal, but all NPCs resolve their actions simultaneously at initiative 1. NPCs may only take their turn when all involved players have concluded their turns.

Sneaking I: Scrutiny and Senses

There's only so much one person can see; and when you're working, awareness is everything. In a game of Toonpunk, characters can't see everything going on around them the same way you can on the board. They can be distracted, or fooled by camouflage. Toonpunk characters can only see hidden objects if they are within their **scrutiny range**. A character's scrutiny range is a number of squares equal to their perception, and stretches in all directions. More than this, Characters who are on the lookout for other characters will only find them if their quarry passes within range of one of their **senses**.

Characters can have any number or combination of senses. Each works differently:

Sight: Sight will reveal any enemies within your scrutiny radius, but is completely ineffective against enemies who are in cover from you, above you, invisible, or otherwise out of view.

Hearing: Hearing works on enemies who are out of view, but only stretches to the halfway point of your scrutiny radius and only works on enemies who are moving.

Extrasense: Extrasense is a catch-all term for senses which ordinary people do not have.

Extrasense reveals **everyone within its radius**, full stop. It is conferred by special items and augments. Extrasense items' effective range is equal to their **Extrasense [X]** trait. Unless otherwise specified, all extrasense sources are cumulative.

Bearing in mind that enemies and other players have scrutiny radii of their own, it is vitally important to figure out where they end. This may be accomplished targeting a specific person with a perception roll: if the roll succeeds, the GM must disclose where their detection radius ends; however, they do **not** have to disclose what senses the enemy may or may not possess.

Characters with 0 stealth can still remain undetected as long as they avoid the enemy's sensory radii; characters with -1 are discovered as soon as the GM feels appropriate.

Sneaking II: Stances and Distraction

If you happen to find your way into an enemy's scrutiny radius, you're in trouble—but that's no reason to stick your hands up and get shot. There are a number of ways to get around a watchful enemy, if you know how. You can make use of several **stances** which let you bypass or lessen the effects of their senses. These are:

Normal: This is the standard stance and speed, free of any subtlety—nothing more than the same run you use during jobs. You move your full move speed in this stance and are detected whenever the GM says you are.

Creeping: Creeping is the easiest way to stay hidden. This is measuring your footfalls to ensure you don't make much noise. While in this stance, you can only move a number of squares equal to your stealth **OR** athletics score, whichever is lowest. You will be seen if you enter an enemy's **sight**. If you would move into or through an enemy's **hearing**, you may roll stealth to avoid being heard.

Crawling: Crawling is the sneakiest, and slowest, available position. It's a favorite of soldiers and spies, but it carries with it a few dangers. While Crawling, you may reduce enemy's sight and hearing radii by half your stealth score; but only as it applies to you. Unfortunately, while crawling you can only move ¼ your normal speed.

Sometimes, though, you don't need to worry yourself with crawling or stealth rolls. Sometimes enemies may be **distracted** and easy to avoid.

Enemies can be distracted by almost anything, at the GM's discretion: bright lights, loud noises, something interesting on a nearby television, etc.

If a character is **distracted**, the relevant sense is disabled until the distraction is removed—for example, someone listening to loud music or working in a noisy area might have their hearing sense temporarily disabled, while someone in a dark room might be unable to see.

It is still possible to be detected by someone who has been distracted if you manage to be even more egregious than whatever is distracting them. For example, someone looking at a distant object will see you if you pass between them and said object.

Anyone who is **hacking or engaged in combat** generally counts as having both their eyes and ears distracted. This means it is easy to avoid the attention of fighting enemies.

Sneaking III: Sneak Attacks

Sometimes you can't take a guy in a stand-up fight. Lucky for you, if you land an attack on an enemy who was previously unaware of your presence, it does three times the damage it normally would.

Nuff said.

Sneaking IV: Sneaking and Combat

Sometimes you may have to conceal yourself from someone who has been alerted to a hostile presence. When this happens, your job will become significantly more difficult—but by no means impossible. If combat has begun in your vicinity and you are undetected, you must roll initiative as normal; but you are not automatically drawn into the fighting. On your turn, you may continue to sneak with the normal stealth rules applying, save some minor exceptions:

Enemies who have been, by any means, alerted to the presence of a hostile party cannot be sneak attacked as normal: they do not receive extra damage from unseen attackers and do not count as viable targets for weapons with the **assassin** trait. However, they can still fall prey to, and each of these exceptions do not apply to, reaction attacks (see **'Guard'** on **page 25**). This means that alerted enemies can only be sneak attacked if they blunder into an ambush set by a guarding enemy. Scrutiny, stances, and stealth rolls are all factored in normally during combat.

If you are ever detected by **one** enemy, any other enemy who can draw a line of sight to you **also** detects you. After this, it is still possible (but challenging) to return to concealment.

If you break all enemy lines of sight to you, you automatically and immediately return to being hidden; but for the next 3 turns, you suffer a **–3 penalty** to any stealth rolls you make against any enemies who had previously seen you.

Hacking: How to Conquer Computers and Twist Technology

Hacking I: Overview

In the world of Toonpunk, electronics are nearly omnipresent. Whoever controls the electronics controls...well, maybe not the **whole** world, but a decent-sized chunk of it. Hackers are indispensable for recon, infiltration, and combat: they can remotely disable or control weapons, cameras, augments, and dozens of other things besides! If you don't have a hacker, you don't have a chance.

Hacking takes an attack action. However, instead of shooting people and being cool, you just slam on a keyboard and drink coffee.

In order to hack an object, you must have an item with the **computer** type in your inventory; you may only use one computer each action.

You can only hack certain objects. These are collectively referred to as "hardpoints". A complete list is on the next page.

You can only interact with hardpoints if they are in your **area of influence.** This is normally equal to your computer's range, but there are certain pieces of equipment which can extend this area independently. You also have influence over any object to which you are currently adjacent. If the adjacent object is a **computer,** then you have **physical access**; this confers special benefits**,** elaborated upon on the opposite side of this page.

All computers have a specific amount of **processing power**, denoted in their description, with which they can run executables and manage hacks. Additionally, you gain **extra processing power** equal to **half your Hacking**. For example, if Roberto the Robot has a computer with 3 processing power, and a hacking score of 6, he has a total of 6 power.

Within a single hacking action, you may attempt to **claim** any number of hardpoints in your area of influence, or run as many executable programs as your computer can process. To learn more about executable programs and processing costs, consult **Hacking IV: Executables**, on the next page. To learn about claiming hardpoints, read on!

Hacking II: Hardpoints

In Toonpunk, all hackable objects fall into one of two categories**: Neutral** or **Claimed**

Neutral hardpoints are not currently under protection or assault by a hacker—these are things like unsecured augments or smartphones. These are common in low-security areas like ghettos, wastelands, or the US Capitol building. They may help or hinder you, depending on their nature, but they will not resist hackers. To take control of a neutral object, you merely need to move it into your area of influence and then make a successful hacking roll. This is called **claiming** the object.

You may, at any point in your turn, forfeit control of a hardpoint.

Once a hardpoint has been **claimed**, its controller can turn it off, install special programs on it, or engage the device's ordinary functions.

A controller can also **defend** a hardpoint in case someone else tries to claim it. When someone defends a hardpoint, they may allocate any amount of their available processing power to the defense; subsequent attempts to claim that hardpoint will suffer a penalty equal to that amount. The processing power spent here does not regenerate at the start of the owner's next turn; it is refunded only when the object is claimed by an enemy or forfeited by its controller.

If the amount of processing power spent on defense is greater than an attacker's hacking skill, then they simply cannot hack it, and may not even make a roll attempting to.

If an attacker has physical access to an item with the computer type, but the defender does not, they automatically take control of the hardpoint no matter how well-defended it is. If a defender has physical access to a computer but the attacker does not, the attacker suffers a penalty equal to the defender's hacking score when attempting to hack it, in addition to all others they would suffer.

Claiming and controlling hardpoints is the key to being an effective hacker. You and your allies will have to coordinate to maximize your area of influence while minimizing your opponents'. You alone will have to meticulously manage your processing power and which hardpoints you control.

Hacking III: Executables

Despite what the movies would have you believe, there's a little bit more to hacking than slamming on keyboards and whispering "I'm in" every few minutes—that's the lion's share, mind you, but not **all** of it. Some of the finer points of cyberwarfare can only be accomplished via the employment of dedicated executable programs, which can be used to perform a vast variety of functions. Like most things, executables have a unique stat block.

Executables have names, descriptions, functions, and pricetags. However, they also have a **Processing Cost** attached to them, which is a measure of how complex the program is. To use an executable, you must expend that much of your computer's processing power; if you cannot pay the cost, you cannot run the program.

You may only use executables during hacking actions, and—unless specifically noted otherwise— only on hardpoints you have claimed. However, you may use as many as you would like with a single action, with no penalty for using many at once.

Executables can only be "installed" on specific objects, indicated in their description. Normally, the processing cost of each executable must be paid only once; some executables may specify that the cost is paid every turn, or under certain conditions.

Once you have chosen a target and paid the processing cost for the executable, you must then roll hacking to successfully install it. Once a program is installed, it immediately takes effect unless otherwise specified.

If you critically succeed a roll to install a program, it refunds its processing power cost.

A program's effect remains active until the program is "uninstalled", even if the hacker loses control of the hardpoint on which it is installed.

Some programs specify that their cost must be paid per turn; you must pay that much processing while installing the program, and at the start of each subsequent turn after installing the program. This does not cost an action, tbut if you cannot or choose not to, the program uninstalls.

An executable's completed profile looks like this:

Nudes.exe ($25000000)
Processing Cost: 5
Nudes.exe displays nude photographs of anyone you point it at.

Hacking IV: Things You Can Hack

In the world of today, electronics are **everywhere:** you carry them with you, you go to an office full of them and return home to a house full of even more. They're how you travel, how you amuse yourself, how you take care of yourself. A skilled hacker can take command of your entire life when they will it.

So many things can be hacked that I can't list them all here; the GM can furnish those as they like, playing fast and loose as necessary.

Below, you will find the ones I use most often.

Cameras

Wireless cameras relay vision of everything within 8 squares to their owner. When a hacker has taken control of cameras they can disable the feed, insert false videos, loop the last few seconds of footage to make the camera useless, just to name a few things.

Electronic Doors

A neutral electronic door stays shut, but an allied electronic door can open or close at the owner's discretion.

ID Tags

ID tags are weapon security measures that prevent them being used by thieves—usually by locking the trigger or firing pin. A neutral ID tag will deny use of the weapon to anyone. An allied ID tag can selectively admit or deny users at the behest of its controller; adjusting the user list may be done at any time during the hacker's turn, at no action cost.

Subdermal Augments

Subdermal augments can be shut down to deprive the owner of their effects, but the victims suffer no other harm.

External Augments

Once an external augment has been hacked, the hacker can load one of several special and powerful executables; hackers cannot affect external augments without these.

The Sun

Can be turned off and on again.

ABORT ABORT ABORT
RATBOY.EXE REMOVAL
"BETTER LUCK NEXT TIME"
A
B
Welcome! Please scan here to

Vehicles:
Getting Where You Gotta Go

Vehicles I: HOW THEY WORK

VEHICLES. You know those, right? Big hunks of metal which can take you further and faster than you yourself can go. Moreover, they can bear heavier loads and attacks than any living creature—meaning that can they carry you not only away from danger, but *through* all kinds of danger as well!

Most vehicles are cars, tanks, or aircraft. However, some vehicles have the "bike" or "mount" traits. These, respectively, indicate that the vehicle in question is either a bicycle or an animal of some kind. These function differently than cars in a number of ways, which we'll elaborate upon as they come up.

Like other items, vehicles have **stats** and **traits**. All vehicles still have names, descriptions, pricetags, and types; but instead of range, damage, and capacity, they have these attributes:

Toughness: How much damage can your vehicle take before it falls apart? Toughness is to vehicles as health is to characters: a vehicle's toughness is reduced by taking damage, and if it ever drops to 0 then the vehicle ceases to function and must be repaired. Mechanical vehicles, being tougher than flesh and ink, can only be efficiently damaged by certain weapons. Mounts take damage normally, and if their toughness drops to 0, they **die** and cannot be repaired—you will, sadly, have to find another.

Speed: A car isn't much good if it doesn't get you places. Speed is a measure of how fast the vehicle is, which determines how many cards you draw during a pursuit game, and how quickly the vehicle can move over maps during conventional heists.

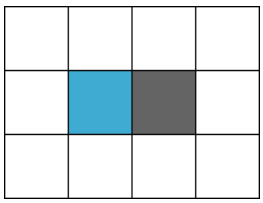
Mass: Vehicles come in a lot of different sizes: they can be nimble and maneuverable motorcycles, or great big flying bricks like helicopters and VTOLs. Mass is a measure of how big your vehicle is, and affects it in a variety of ways.

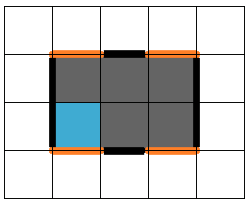
Capacity: Not to be confused with ammunition capacity. Vehicle capacity is the number of people a vehicle can hold. This one is open and shut.

Vehicle Type: Whether the vehicle moves over land or air. Also open and shut.

Components: Most vehicles can be modified by installing different **component** items on them. A vehicle's description will name any components that can be replaced. You may only install a component on a vehicle which indicates space for said component in its description. A vehicle may sometimes have space for more than one component of the same kind.

Footprint: The space a vehicle occupies is called a "Footprint". This is indicated by an image next to its description. The footprint also shows access ports, the driver's seat, and which parts of the vehicle are impassable.





Example footprints. The colored spaces show which spaces it occupies on the grid. The driver's seats are blue. Access ports are orange. The thick black lines are vehicle walls.

How do They Fit on the Turn Order?

Quite comfortably, thank you for asking. Vehicles, like everything else, get a single turn per combat round. Unlike characters, though, they cannot move independently. As such, vehicles do not ever roll initiative; and instead their move is made **on their driver's** turn. Vehicles with multiple drivers may only move once per combat round.

Any vehicle which has moved at least one square during the previous or present combat round is considered to be **in motion**. Since it can be difficult to keep track of which vehicles are and aren't moving, you may want to keep dominos or similar trinkets on hand to place near moving vehicles.

How do They Take Damage?

Blowing up a vehicle is somewhat different from beating on a person. They're more durable, for one.

Weapons with the **arrow, chemical, melee,** or **throwing** type can't damage vehicles at all.

Weapons with the **bullet** type only deal half their damage **OR** 4 damage to vehicles, whichever is lower.

Weapons with the **Warhead** or **Energy** type can damage vehicles normally.

Weapons with **pierce: Plasteel** can also damage vehicles normally, regardless of their damage type.

There are exceptions to this scheme: vehicles with the **mount** type are living animals and not machines. They take all weapon damage like an ordinary character would, making them much more fragile.

Whenever a vehicle takes damage from something directly in front of it, this is called **Frontal damage**. Frontal damage does not by itself possess any special characteristics, but many vehicle modifications react to it. How can you tell which part is the front?

You know where the front is. Don't be silly.

Vehicles II: What Do They Do?

Vehicles have two uses: running *away* from people and running *over* people. This section covers the latter. The former was going to be covered in a scrapped chapter of this book, which had to be deleted due to its extraordinary cost. Like, I mean it was CRAZY, we had this whole thing with custom playing cards that you'd use to randomly generate an escape route for a car chase, and we had all these events and hazards and whatever, and that meant a *whoooooole* lot of card art, and art's expensive, and like—my guy, I am a *busboy*.

Uh, shit, where was I. Right, vehicle rules. Now, be sure to exercise some reservation when you read this chapter. Frontal assault is always the most dangerous way to tackle a problem, even if you ARE behind a few inches of steel—so even though Humvees and tanks and choppers may set your imagination alight, don't get carried away.

The first thing you need to understand about vehicles is their **tokens**. Vehicles, like characters, have tokens which represent them on the map; but most vehicles are, of course, much larger than the average character. Vehicle tokens can take up as little as 1 square, or over a dozen; and their size naturally means they're not as agile as someone on foot

Vehicles, unless otherwise noted, cannot move through doors that are smaller than they are (which is most of them); they can only use stairs if they have the **"mount"** or **"bike"** trait; and they can never move through vents. Finally, if they are two squares or larger, they can never be targeted by anything which would induce or allow extra movement.

Each vehicle token represents **both** the inside **and** outside of the vehicle. This means that, in the case of cars or other enclosed vehicles, you'll need to have some way to distinguish people in a vehicle from people who are merely hanging onto it for dear life. I recommend tilting their tokens a certain way.

Vehicle tokens additionally feature several special elements: **access hatches** are the first. If you move over or through an access hatch, you may enter or exit the vehicle during a move action, at no extra cost. If you are inside a vehicle, you may also shoot through an access hatch at anyone outside. Even more important are **Driver Seats**. At least one person must be in a driver seat in order to operate a vehicle. Vehicles may have multiple driver's seats,but only one driver may operate the vehicle each round.

Mounts and bikes do not have access hatches.

Vehicles can move really fast

During encounters, a person in the vehicle's driver's seat may use **one action each turn** to drive it. Only one person may drive a given vehicle each turn.

Vehicles can move a number of squares equal to ten times their **speed**. Vehicles can move in a straight line (forwards or backwards) quite easily; however, turning them is somewhat more difficult. Vehicles may turn any number of times during their movement action, but every time they do, the driver must roll their driving specialty. For every 90 degrees the vehicle has already turned this action, the driver suffers a -1 penalty to those rolls.

If at any point these driving rolls fail, something bad happens. What, precisely?

If you fail while making a **45 degree** turn, you need to **slow down.** You make the turn, but your movement ends there for that turn.

If you fail while making a **90 degree** turn, you **fishtail**. You make the turn but your vehicle moves an extra **1d10-X** spaces in the direction you were moving before turning, where **X is half your driving skill**. This will probably result in at least some kind of crash.

If you fail while making a **135 degree** turn, you tip the vehicle over onto its side. The vehicle **slides 1d10 spaces** in the direction you were moving before turning, and everyone inside takes **1d6 damage** directly to health. Additionally, the vehicle itself takes **2d10 damage.**

If you fail while making a 180 degree or greater turn, you're in trouble. The vehicle flips over entirely. Everyone inside takes 2d6 damage directly to health and the vehicle becomes completely unusable for the rest of the encounter. Hope you have a spare!

Vehicles with the **mount** trait do not require the driver to make driving rolls when riding them, and do not crash when making sharp turns. The driver can use any number of actions each turn to drive their mount.

Vehicles can kick some ass

Turns out it's way easier to hold a gun if you're made of metal and weigh two tons. Who'da thunk it!

Some vehicles have the **Main Gun** or **Weapon Mount** components. A vehicle's owner may affix any weapon in their inventory to that component—any weapon at all, even the really silly ones.

Weapon Mounts must be placed on a specific part of the footprint, of the owner's choice. The weapon gains the Mounted Weapon trait and can be operated by anyone riding on that spot.

Main Gun weapons are placed the same way; but they may be fired by anyone currently in a driver's seat, using their own murder score, as long as they have not already been fired this round.

They get you from A to B

Of course, the primary function of a vehicle is to be ridden. So long as you are in a vehicle (or on it, if it's a bike), you move when it moves, where it moves.

However, if you are **riding an enclosed vehicle from the outside**, you're going to be a little preoccupied clinging for dear life to focus on much of anything. When hanging on a moving vehicle, you **must** roll athletics at the start of your turn; and you must roll athletics each time the vehicle turns, even if it is not your turn, suffering a -1 penalty for every roll made since the end of your last turn. If **even one of these rolls fails**, you will be thrown clear of the vehicle—flying **1d10** squares in the direction the vehicle was moving when it ruend, and taking **4d4 damage directly to your health**, or **5d4 if you impact a wall**.

If you are riding a bike or a mount, even though you are technically "outside" the vehicle, you do not have to make athletics rolls to cling on to it.

They can take hits so you don't

Most vehicles are generally rather sturdy, being made of steel and all. Even the flesh-and-blood ones tend to be pretty tough and grumpy.

As long as you are inside a vehicle, any attacks made against you by anyone outside the vehicle instead impacts its exterior. Because vehicular armor dramatically reduces most forms of damage (See 2 pages ago), this means you are much safer inside a vehicle than you are without. This applies even if you are on a bike or a mount.

They can run shit over!

If you're the kind of person who thinks that subtlety is a type of dessert, you've probably noticed that cars are basically just battering rams with engines. While treating your vehicles as such is a really bad idea that will inevitably lead to their premature failure…you're probably going to anyway.

All vehicles (Except bikes and mounts) can drive through windows without taking glass damage. Ordinary vehicles can even drive through reinforced glass, which mounts and other characters cannot.

Vehicles with a mass of 4 or more can drive **through thin walls**. Doing so smashes the wall right down, but always deals 3d6-X frontal damage to the vehicle, where X is the vehicle's mass. This means, of course, that large trucks or armored vehicles can smash through a few walls before running into trouble, while sedans can barely handle 1 or 2. This happens whenever a vehicle would move through a wall, either because of voluntary decision by the driver or because of a failed roll.

Vehicles with a mass of less than 8 cannot smash through walls which are 1 full square thick or more. If a vehicle crashes into such a wall, for any reason, it takes the 3d6-X damage as normal, but does not smash through the wall in question. If the vehicle has a mass of 8 or higher, it smashes through it like it would through a thin wall. Make sure you know what you're driving into before you hit the gas!

If you're crazy enough to plow into a building, you're definitely going to try driving into somebody else's car at least once. That's less likely to leave you as a pancake, but it's still not the greatest idea you'll ever have. Whenever two or more vehicles collide, there is a simple formula for calculating the damage done:

They do 1x their mass as damage to the other vehicle, for every 10 squares they moved during their most recent turn. Now come the modifiers.

If one of the vehicles is stationary, damage gets a little weird. If the **ramming vehicle**'s mass is equal to or greater than the stationary vehicle's, the stationary vehicle takes damage as usual and is pushed X squares away, where X is the difference between the two. If the **stationary vehicle**'s mass is greater than the ramming vehicle, it the **ramming** vehicle takes 1x its mass damage for every 10 squares it has moved.

If the involved vehicles run head-on into each other and one has greater mass than the other, the larger vehicle does 2x its mass for every 10 squares BOTH vehicles have moved, while the smaller vehicle does just 1x for every 10 squares it alone has moved.

If the involved vehicles deal Frontal Damage to each other and have no mass difference, they completely PANCAKE. The vehicles' armor is destroyed, the vehicles themselves become unusable ever again, and anyone in the front of the vehicles is instantly killed. Don't car joust, kids.

If one of the involved vehicles has a mass that is at least 5 points larger than the other, only the small vehicle takes damage and the large vehicle completely ignores the smaller one.

Running over people isn't so difficult as all this, though. If you crash your car into someone, they take 1x your vehicle's mass for every 5 squares it moved that turn; and you take damage equal to their grit. In guy vs car, bet on car.

Finally, you can ramp vehicles up over things and into the air, which can create quite an impression. If you ever drive your vehicle over a ramp or over a cliff (or rooftop, or parking garage, or something like that), your vehicle can, after leaving this ramp, move a number of spaces in a straight line equal to its speed. Then, if it is still in the empty air, it plummets to the ground, and everyone inside takes 1d10 damage for every 1 map level—you know, how if you have a map of a building with multiple floors, you have to layer them on top of each other, it's a completely arbitrary unit of measurement that corresponds to whatever is convenient for you at the time—it fell.

Vehicles III: Working Against Them

So you're not always going to be the guy behind the wheel. Your enemies can buy cars too, and they just *love* using them against you. How can you keep from getting run over? Well, first things first, go inside. Most cars can't get you there. But if all else fails…

You can get up on that car yourself. You may attempt to mount **moving** vehicles at any time. Doing so requires a **successful athletics roll**, which suffers a **penalty equal to the vehicle's speed**. A failed roll leaves you standing there. You do not need to roll to climb up on a stationary vehicle.

You can try ninja diving out of the way. Despite its name, you don't actually need to be a ninja to do this, but it helps. When someone is trying to run you down, you can leap into the air and attempt to roll over their hood, or dive out of the way, or even throw yourself flat against the ground underneath it to avoid that deadly front bumper.

Whenever a car would be about to squash you flat, you may roll athletics. This roll suffers a -3 penalty if you're wearing ceramic armor, and -6 if you're wearing plasteel, but does not cost an action or have any other prerequisites. If it succeeds, you avoid the impact: you may move in a straight line directly to the opposite side of the vehicle, or stop anywhere on its token. You cannot enter the vehicle during this move, even if your move brings you over or through an access hatch. If you stop on the vehicle's token, you begin riding on the outside with all the risk and opportunity that entails. You might ask "What opportunity is that?" Well…

While riding on a vehicle, you may attack anyone under you or on a square adjacent to you—and more importantly, the attacks you make in this way bypass the vehicle's armor and attack your targets directly. Those armored doors aren't worth that much when your bullets come in from the roof! Of course, those same people can still attack you—but you're being jostled all over the place by the drive; anyone attacking someone on a vehicle's outside from the interior suffers a whopping -6 penalty.

Shoot the Tires! Most vehicles might be made of steel, but one part of them very reliably isn't: the tires! If you ever need to stop a vehicle but don't necessarily want it to explode into a million pieces you can make a **Tire Shot**. Tire shots are simple in theory, but complex feats in practice.

Tire shots against stationary targets suffer no penalty; but tire shots against moving vehicles are always made at a -X penalty, where X is the vehicle's speed. This attack must, with a single instance of damage, do at least Y damage, where Y is the vehicle's mass. If it fails, then nothing happens; if it meets its mark, you shoot out the vehicle's tire. Any driving rolls made by the operator of said vehicle for the rest of the game suffer a -2 penalty. That might not sound like much, and it's not by itself—but, you can do this to any given vehicle up to 4 separate times, for a cumulative -8 penalty.

Some land vehicles have the "tireless" trait, and are immune to this effect. Moreover, this can never be done on flying vehicles or mounts—they don't use tires to get around! And, speaking of…

Vehicles IV: Flying Vehicles

If you recall, in that opening blurb we did kind of make a big deal about flying vehicles, but almost everything you've read so far is about cars. Well, all you aspiring aeronauts don't need to worry: just take a look at what these babies can do.

First and foremost, they fly! That means they are not beholden to the geography of the map the same way as land vehicles are. They can't move through doors or vents, and they can't ramp; but they can move vertically by themselves, which means they can move between levels of the map.

This means they can go anywhere in the open air, including parts of a map where people on foot can't reach. Vehicles can, if they like, move 1 whole floor above the "top" floor of the map, to safely remove themselves from the fighting below. There are unfortunately some restrictions upon this:

Regardless of the distance that "actually" exists between floors of a map, a flying vehicle must expend 5 spaces of movement to pass between them—their speed is variable, but they must be handled carefully. And speaking of…

Fliers can do more than landlocked vehicles, but require a **finer touch**. The operator of a flying vehicle **MUST** roll **Driving** when they finish their move even if it was in a line. This roll suffers a -1 penalty for every floor of the map which the vehicle ascended or descended in that move, and a -1 for every 90 degrees it turned. If this piloting roll fails, the vehicle moves X squares in a straight line, in a lateral direction of the GM's choice, where X is the vehicle's speed. This can kill you, because…

Flying Vehicles instantly explode if they crash into walls which are more than 1 square thick and take 1d10 damage when crashing through other walls. They also break if another vehicle damages them with a ramming attack. Either case causes the flier to plummet directly downwards. Not only does it become completely inoperable, it also does 3d10 damage to everyone inside. But, on the plus side…

Flying Vehicles can attack from overhead; they do fly, after all. Flying vehicles, and people at their access hatches, can attack anyone they can draw a line of sight to. All attacks made by or from flying vehicles, only take one half the normal cover penalties when attacking targets below them.

Character Creation

Character Creation I: The Idea

The very first thing you do when creating a character is come up with the idea behind them. It's about as simple as it sounds: you have a rough outline in your head, you put it onto paper, and then you use the rest of this section to figure out how to represent that idea within the mechanics of the game.

You may already have some idea of what you want your character to be, with a complex backstory full of your own personal creations; or you might be using a published work of fiction as inspiration. If you're playing a character similar-to-but-legally-distinct-from a popular superhero or fantasy icon. Since copyright is for brand-slaves and coomers, feel free to steal inspiration from anything you feel like when creating your character.

While there are plenty of rules regarding what your character can **do**—you've seen them already—there's not any real limit on what your character can **be**.

There are, however, some guidelines to consider:

Your character should be a sapient creature capable of making its own decisions. This may include such things as humans, advanced robots, anthropomorphic animals and furniture, etc.

Your character should have a reason to risk it all. After all, if they didn't they wouldn't really have much to do with this game. Your character should be, downtrodden, disenfranchised, under duress, greedy, voracious, sadistic, or something else that would cause them to take up a radical struggle.

Your character should be able to be adequately represented by the rules in this book. During a Toonpunk game you should under no circumstances attempt to roleplay an eldritch monstrosity beyond the comprehension of man, or anything else which you yourself cannot wholly understand or act the part of. Superheroes, demigods, and other remarkably powerful but comprehensible creatures are still perfectly acceptable—after all, being in the world of Meatmen has brought even the most powerful Toons down a notch.

Beyond these guidelines, there's just a few things you need to keep track of before you're ready to start cracking vaults with the best of them. You will find a character sheet template at the end of this book; but before you fill that out, take a moment to contemplate these questions:

What is your character's name? Simple enough. The name can be complex, or simple, or whatever else you want. But choose it wisely because you only choose it once!

What does your character look like? Take special care with this one: there's a big portion of the sheet dedicated to a portrait of your character, and you'll need to be able to draw one or have a buddy draw one for you...Or just filch one off the internet and use that instead. Don't worry, I won't tell.

How does your character act and feel about the world around them? Make sure to read any information about the world your GM provides you—this could form important sticking points in your character's moral or political beliefs. And if you're thinking about skipping all that, this time I **will** tell. Lil solidarity for all my GMs out there in the street.

What does your character contribute to their crew? A good way to set about deciding what role you want to play is to figure out what part of the revolutionary enterprise sounds the most appealing to you. Do you want to be hired muscle toting a shotgun and a sledgehammer? Do you want to be a suave trickster, a daring burglar, a genius hacker—a leader of the people, a chemist, a money-man, a getaway driver? Consider all of these and collaborate with your friends to start establishing a group dynamic.

What are your character's stats? Oh, wait, you mean we haven't told you how to figure that part out yet? Well, turn the page, friend. It's right there!

If you're having trouble coming up with any part of a character—a backstory, a design, or their stats— you will find several player character templates at the back of this book that you can use as liberally as you like for inspiration or just steal entirely.

What if your character doesn't really make sense? What if your character is like, a car, or a pony, or something else that shouldn't be able to wear body armor and use guns? Well, a not-so- average Joe once said "It's magic, it doesn't have to make sense." At the time, I thought he was an asshole—but then again, he made thousands of dollars editing my favorite comic magazine, and I only just raked in enough scratch from TP1E to move out of my old dumpster. So, maybe consistency isn't that important after all.

Character Creation II: Character Attributes

Character Attributes are, just like your character's other details, an incredibly important aspect of a TP game; perhaps even **the most** important. Your Character Attributes define your abilities in the field, and using them properly can be the difference between world domination and an unmarked grave. Each attribute is graded on a scale of **–1 to 10**, where -1 represents a clinical inability to succeed even slightly, and 10 represents world-class aptitude—a character with Grit 10 could potentially withstand being shot a dozen times, while a character with Hacking -1 can barely even use a computer. Skills are determined by the points you invest into them at the start of the game. **All attributes start at 0**, and **you have 36 points to divide amongst them**—1 point allows you to raise the value of any given attribute by 1. You can reduce a skill to **–1 in exchange for another point** to spend on a separate skill, at the price of tragicomic incompetence. The Skills are, as follows:

Grit: A measure of how rootin-tootin-rough-and-tumble you are—that is to say, your resistance to physical trauma, intense conditions, and other forms of bodily harm. For every point you have in Grit, your maximum health increases by 1 point.

Characters who have -1 grit have a measly 1 hit point—which means they can be incapacitated by any amount of damage. Be careful!

Athletics: A measure of your physical prowess, more specifically your strength and speed. Athletics is rolled when running, climbing, jumping, ducking, lifting, or other physically strenuous activities.

Athletics also determines your movement speed: on the map your movement speed is equal to your athletics skill—or 3, if your athletics is 2 or lower (even fat people can jog a little). Characters with -1 athletics suffer from some form of crippling degenerative condition, and cannot move at all.

You'd best hope someone is willing to carry you.

Hacking: Your skill with computers. This is rolled when slicing, rewiring, and otherwise doing 36tyrofoa things. For information on what hacking can do, see the **Hacking** section of the manual on **page 31**. Characters with -1 hacking are incapable of performing even the most elementary computer operation. Even attempting to do so triggers an effect of the GM's choice. Don't try it.

Stealth: Your ability to move silently and unseen. Stealth is rolled when attempting to evade detection, or carry out some sleight of hand. For more information on the fine points of stealth, see the **Sneaking** section of the manual on **page 29**.

Characters with 0 sneaking can still avoid being seen under the right circumstances; but those with

-1 are revealed as soon as the GM feels like it.

Murder: Your murder skill is rolled when shooting, stabbing, punching, strangling, or really doing just about anything else that could injure someone else. For the precise ins and outs of the ol' in-out, see the **Combat** portion of the manual on **page 19**.

Characters with -1 murder are the actual worst at fighting, and any attempt to do so results in them taking 2 damage directly to their health.

Acting: A measure of your ability to put on airs—to persuade, charm, seduce, intimidate, haggle, and other such actions that require you to affect a convincing presence. Anyone with -1 acting instills a sense of revulsion in anyone who sees them.

Hardware: A measure of your affinity with mechanisms and mechanical parts. Hardware is rolled during any skilled interaction with machinery. Characters with—1 hardware will invariably fail this action and take 2 damage directly to their health.

Perception: How well you notice the little details. Perception determines the length of your **senses** see **'senses'**, on **page 29:** your **sight** is a number of squares equal to your perception, your **hearing** is equal to half that. Furthermore, Perception is rolled at the GM's behest to discover traps and other hidden things. People who take -1 in this are blind and deaf and cannot sense anything. Don't do it.

Artistry: Your character's affinity with and the ability to manipulate The Ink. This affects how well you can use doodles, if you are the sort who does such things. For more information on what Artistry does and how it works, see **Doodles** on **page 20**. You can't take -1 in this.

Nonsense: Your character's ability to overclock their bodies and seize their destinies. For every two points you have invested in Nonsense, your character may store one additional Power Burst, up to a maximum of five extras. For more information on Nonsense and power bursts, see **Power Bursts** on **page 10.** Characters with -1 Nonsense cannot gain or store power bursts at any time, and **can** have power bursts used against them. Pity them.

Specialties

In addition to the core skills, there are a wide variety of **specialty** skills to choose from. Specialty skills are skills which augment or amplify the effects of other skills, or cover ground which the core skills don't. All characters are afforded **10 points** to spend among any and all of the specialties listed below. Players may spend their core ability points on specialties if they are so inclined, but should be careful doing so: this may leave them weakened.

You **cannot** take -1 in specialty skills.

Bossyboots: More charitably known as "leadership skills," the Bossyboots specialty is your character's ability to use their natural charisma to spur others to greatness. For every 4 points you have in the Bossyboots specialty, you may spend one of your actions to boss around a single member of your team that you can see, giving them an extra action that turn. You may do this up to twice per turn. At 10 points in the Bossyboots specialty, you can still only do this up to two times; however, you now need only spend a single action to give both commands. A character can only benefit from a **single** action given through bossyboots each turn, regardless of how many times it is applied to them.

Chemistry: The ability to brew and use differently-concocted poisons, drugs, and other gunks of a chemical or herbal nature. The chemistry specialty reduces the black market price of many drugs, poisons, and other related items. The effect chemistry has on a given item will, if applicable, be detailed in the item's black market description.

Explosives: A knowledge of and familiarity with high explosives of all varieties. Explosives allows you to place and operate mines, demolition charges, and a variety of similar devices. It additionally reduces the black market price of many of those same items, and increases some of their effects.

The effect explosives has on a given item will, if applicable, be detailed in the item's black market description.

Field Medic: Your character's ability to treat allies in the field with temporary fixes. Field medics can mend gunshots, lacerations, and burns using topically applies bandages, sutures, and antiseptics. Field medic can be rolled at the medic's discretion, and successful rolls can be used to heal themselves or allies by **half the patient's grit**—so that, for example, a character with 4 health and Grit 5 would be healed for 2 points, up to a total of 6 health.

Field Medic can also be used to operate certain items and weapons. Field Medic can only be used **once on each character** during a given encounter, regardless of how many field medics there are tending to them at any given moment. The effect field medic has on a given item will, if applicable, be detailed in the item's black market description.

Finance: This is a bunch of made-up nonsense designed to get gullible college kids to voluntarily swear to an omerta that immiserates them and everyone else. Knowledge of finance rots the soul and saps your sanity. But, it also which lets your character move money around, acquire buyers for stolen goods, and otherwise navigate the labyrinthine foolishness of the modern economy.

Finance is never rolled; BUT for every point you have in finance, the value of any loot you acquire in a mission increases by 1%, up to a maximum of 10%. Finance can only be applied to goods stolen from a job and not anything acquired from or sold to the black market. Finance can only be applied a single time to any given take from a job, regardless of how large it is, how large the crew responsible was, or any other conceivable factor at any point in all of space and/or time.

Gender Studies: Allows you to understand and exposit on the representation, politics, and identification of genders.

Loader: Big guns—machine guns, rocket launchers, etc—are tricky things. Even if you have more ammo than you know what to do with, sometimes you can barely fit the bullets in the damn thing! That's where the Loader comes in. If you have points in the loader specialty, you can spend any number of actions on your turn to help an adjacent teammate load their equipped weapon. When you do so, roll Loader; and if the roll is successful, you may spend that action loading the teammate's weapon, as though they had done so themselves. Loader actions may be used as reactions from guard mode, if an ally ends a movement adjacent to you.

Lockpicking: When you need a door open, there's no better skill to have than lockpicking. This specialty can be used to open locked doors, electronically locked doors, alarmed doors, and sturdy doors without triggering alarms or relying on specialized tools. Great to have in a pinch.

Lockpicking cannot open Blast Doors.

Mastermind: Who could be so deviously clever as you? Mastermind is your character's ability to navigate, interact with, and find pressure points in the underground wherever they are—criminal, revolutionary, . It allows your character to purchase **Plan** items at a much lower cost.

Psychopath: Your character's mastery of the ancient art of running at somebody while dressed in a chicken mask and swinging a lead pipe around.

Practiced only by the drug-addicted, desperate, and demented. You **deal and receive 1x additional damage from all sources** for **every rank** you have in psychopath, up to a maximum of 10X each.

This means that most enemies can and will kill you with a single attack. Psychopath is not a recommended skill for players.

Surgery: Best described as a more complicated form of field medicine, Surgery is your character's ability to use complex procedures and tools to treat aggravated injuries. Surgery is similar to Field Medic in that it is used to heal people, but is distinct in several other ways: chiefly in that sur gery **cannot** be performed without specific implements. Surgery is rolled whenever you use an item with the **Surgical** trait, and cannot be used heal allies **without** using a surgical item.

Weaponsmithing: Your character's ability to hone, modify, and work with weapons of all variety. Whether it's as something as simple as a sword or as complex as a death ray, a trained weaponsmith can maintain them well and optimize them to boot. Weaponsmithing is very rarely rolled for anything, but it affects the price of **modification** and **ammunition** items in the black market.

Character Creation III: What Are You?

Meatman: You don't have a homepage. You were born, from a womb. You bleed if you are cut. You're one of the locals. Meatmen are the first apex species on Earth, who created the inkmen; and after I-day, they inherited some of peculiar inky qualities. Meatmen do not need ink and paper to survive the way that toons do; they were born here and bred here, and there is more of a Meatman here than there is of any toon.

Meatmen gain 4 extra skill points at character creation, for an even 40. Aside from that, they have no special powers. This is good for tryhards and people who have somewhere else to be.

Classic: Ah, the 20's. What a time it was to be a toon! Everything was black and white and everyone had a song in their heart. You remember what it was like, and you carry a little bit of that with you. People can't stop watching you, and you can't stop moving. Ever since you were drawn you've just had the unstoppable need to swing and dance and run around the place! But, that doesn't bother you: everything on your homepage dances too!

As a classic, you have a powerful **physical charisma.** People who look at you are liable to become distracted or enchanted by your strange shape and vibrant energy—other things just fall by the wayside when you're onscreen! Once per turn, at no action cost, you may designate a single ally within 2 spaces of you. Enemies cannot attack that ally for the remainder of the turn, so long as you do not move more than 2 spaces away from said ally.

Golden Ager: The only thing better than the 20's was the 50's and 60's. That was when cartoons started to get risqué—they were lightin up smokes and poundin whiskey, and helping an entire planet ignore the looming threat of nuclear annihilation. You remember Walt and Chuck and Tex and Rudy; and statistically speaking, you were probably played by Mel Blanc. You know all the best gags, and you know how to hurt yourself for others' amusement. You can take anvils to the head and shotblasts to the face…Or at least you **could**, in better times.

These days…you're not much more than just another face in the sea.

As a Golden Ager, instead of expending a power burst you may expend 5 health. You may do this once per encounter.

Shill: Your world used to be simple. You used to fight the bad guy and save the world every week– or heck, maybe you **were** the bad guy, and you always had some crazy new plan. Maybe you just sat around and had tea parties. You didn't think about why your life worked the way it did. You didn't wonder why you never had to worry about money, or working out, or why everything you owned had your name on it and was color-coded to match you. That's just the **way it was**. Then, one day, you woke up in a world a lot less pleasant than the one you just left; and on the same day you learned that you weren't even real, you ALSO learned that you were created in a boardroom to sell toys to children. You ain't been right since.

As a shill, you have a lot of **accessories.** You may spend a single power burst to acquire a single augment from the black market and gain temporary use of it at no charge. This temporary augment is immune to the EMP trait, but will vanish once you are incapacitated **or** at the end of the encounter.

Endtimer: You were there when the strength of inkmen failed…that is to say, the 1990's. In this fateful decade, you saw the very best and the very worst of animation, in the final years before CGI became the norm. You saw the unparalleled heights of the fairy tale feature films, and the advent of brooding story-driven cartoons. But then again, you also saw numerous poorly-produced poorly-animated cash-ins which had about 10 frames per second. Which of these you were is irrelevant: you're here now…

As an endtimer, you carry with you the memories of both the best and the worst of the ink's last days. At character creation, choose any two **weapon or equipment inventory slots**—long, short, or compact as you see fit. You gain **another of one, and lose the other entirely.** You may change this between jobs, for 4500 CDs.

Anime: Your heritage is venerable and proud. Since the genesis of your kind, in the 1950s, your people have always been on the edge of animation.

Wrought with drama and ambition since the very earliest days of the stuff, anime pioneered CGI integration, long-reaching storylines, and octopus rape. Yours was a world of motion lines and dramatic close-ups and violent interjections—of giant robots and little girls, of multi-faceted heroes and villains! That hot-blooded flair for the wild and dramatic burns inside you now, and will ignite the whole of the Doublearth if you free it!

As an anime, you benefit from a flair for the dramatic so strong it borders on dangerous. You can store twice as many power bursts as normal, and gain two power bursts per job instead of just one.

Comic Man: Ah, comic books. That great American art form which united the world—sometimes to gather around and read them in awe, sometimes to pile them in the streets and set them ablaze. These stories were dramatic and operatic, with grand characters and big ideas. For better or for worse, most comic men are from the 1980s or earlier… mostly because the 90s ruined it for everyone.

As a comic man, you possess a talent for fantastic heroism and sharp detailing. Each turn you may cast a single doodle at no **action cost;** but all doodles that you use have a **doubled IP cost**.

Smut: It's timeless, it's always innovating and reinventing itself, it's the driving force of several economic superpowers and the sole reason some people get out of bed in the morning. It's **PORN!** Of course, your importance to the Meatmen does not compare to the life you left behind. Your homepage was a temple of depravity and senseless eroticism, where the biggest concern anyone ever had was A/S/L. Oh, how you miss it now…

As Smut, your lifestyle requires a malleability of body and spirit, but inevitably inures you to disease, and welts, and certain sharp burning sensations. You are **immune** to Burn, Bleed, and Poison; but suffer **double effects** from fear effects, or effects which involuntarily move you.

Scrapper: You never made it as a star. You never made it anywhere, actually. Maybe you were on a storyboard that didn't make it into the final cut; maybe you were drawn by a child in ages past; maybe the image of your author is hazy, and not even **you** know who drew you. There are many like you, all in the same boat. Nobody but you knows your story, and you must clutch your homepage tight. You were unpublished—you have no past, and no future. **Nothing** is all you have…and that means you have nothing to hold onto, and **nothing to lose**.

As a scrapper, you cannot rely on the same tricks and well-honed masteries as other toons, but you can change yourself in ways they never could. You may not **at any point** gain or use power bursts; but **all of your body parts** have two subdermal augmentation slots instead of just one.

A car: Yeah, you know, like the kind that goes vroom. Most people in this world are people, some people are animals—you just happen to be a car. Or at least, a terrestrial vehicle capable of functioning as a car. Your friends can ride around in you, you can run your enemies over, and you can't fit inside most buildings. It's a hard life, but them's the *brakes*.

Playing a vehicle is dramatically different from playing any other kind of character. You do not have access to the same items or augments as others, and even some basic tasks—climbing stairs, for example—are largely beyond you. But you can become your crew's unbreakable backbone, doing things that none of them could even dream.

Vehicle characters' bodies function just as described in the Vehicles chapter of this manual: instead of an ordinary health bar, they have Toughness, which can be damaged very effectively or not at all by certain types of weapons. They also have speed, capacity, and mass values. Instead of having predetermined values like a stock model, you may allocate your character's attribute points into these.

Vehicle characters have 42 attribute points to spend instead of the ordinary 36.

Vehicle characters start with a toughness of 10; and a speed, mass, and capacity of 1.

Increasing your vehicle character's Grit gives them 10 additional toughness. Increasing your Athletics gives you 1 additional speed.

You may spend 1 attribute point to increase their capacity or mass by 1.

Vehicle characters cannot install augments, nor use any weapons and items except those that have the **Idiot Proof** trait.

Instead of occupying a single space, vehicle characters occupy a number of contiguous spaces equal to twice their Mass. At character creation, you may arrange your shape any way you like. You may only alter this by purchasing a Chassis Modification.

If you're too big to fit somewhere...sucks to be you!

At character creation, you **must** designate a single space on your character, of your choice, to be your Driver's Seat. You **may** place access hatches anywhere along your body, however many you like.

When moving, no matter how complex the movement, you do not need to make a driving roll like an ordinary vehicle would. However, if a character with a Driving score equal to or greater than your Athletics score is seated on your driver's seat, they may drive you as normal, even against your will.

Characters may make Tire Shots against you (As detailed in **Vehicles III**), imposing a -2 penalty on all your athletics rolls until the end of the encounter if they succeed.

Instead of an ordinary inventory, vehicle characters have a number of hardpoints equal to twice their mass. At character creation, you may choose which hardpoints your character has at your sole discretion. You may only alter them by purchasing the special **Chassis Modification** item, detailed at the end of the Black Market section of this book.

Vehicle characters may purchase and equip items with the **Living Component** trait. No other characters or vehicles can do this.

For all effects which require a driver to be present, you may **always** treat yourself as though you have a driver in your driver's seat.

If you have one or more **Main Gun** hardpoints, you may choose a single one each turn to operate using your own murder score. A character in your driver's seat may operate one other main gun of their choice, using either their murder score **or** your murder score, at their discretion. Shots made by your driver do not penalize your own shots.

Weapons mounted on your Main gun or Weapon Mount hardpoints do not automatically seem suspicious unless they have the Dead Giveaway trait.

Vehicle characters cannot enter the **Crawling** or **Creeping** stances.

When creating a character, you may choose whether you would like to be a ground vehicle or a flying vehicle. Neither one imposes an additional skill point cost, but they are subject to the rules detailed in their respective sections.

When your toughness is reduced to 0, you are incapacitated and must roll grit to keep from dying, just like an ordinary character.

Character Creation IV: Character Inventory

The last component of a character is your **Inventory**. It is different from their other aspects: your inventory is not chosen at the start of the game, but rather acquired and built upon as your character steals and claws their way to power. Your inventory is every bit as important as your attributes, if not more: expanding your arsenal of gadgets and weapons is the only way to get stronger, and without it you will rapidly get in over your head.

Cash—A measure of the money you currently have available. Each character begins with **2500 hands** (or credits, dollars, neodrachmas…whatever the currency is where you come from). Or maybe they start with more, if the GM wants to give you a whole bunch of high-end goodies right off the bat.

Legacies—A measure of your reputation, be it as a ruthless psychopath, or a hero of the people. Your character gains 1 legacy for every 100,000 CDs they cumulatively steal. See **Legacies** on page 48.

You may also wish to keep a tally of the people you've killed. Just for the memories.

Equipment—A list of all the weaponry and equipment your character is currently carrying, and all the augmentations they have implanted. By default, there is room in your character's inventory for three weapons: one weapon with the **long** size, one **short** sized weapon, and one **compact** sized weapon. Additionally, you have space for two items with the **Equipment** type. Finally, on the matter of clothing, you have space one item worn on the chest (marked **"Torso"**), one piece of headgear (marked **"Head"**), one item of footwear (marked **"Boots"**), your gloves of choice (marked **"gloves"** and a single tote bag in which you will carry your loot and equipment (marked **"Storage"**).

You can learn all about equipment and weapons in this book. The abilities, traits, and mechanics which an item can have are listed and explained in "Black Market Preamble: Item Traits' on **page 63**. A complete list of available equipment can be found later on in this manual—the big section marked **"THE BLACK MARKET."** It's that monolithic monstrosity that composes the last half of this book. You'll know it when you see it.

Power Bursts—Also referred to as "nonsense", "malarkey", "bullshit", and "fate points". This is the amount of times your character is capable of exerting their will and strength upon the world around them, to perform incredible deeds. Each Toonpunk player character can store three Power Bursts by default, but begins the game with one. Most enemies don't have these. For more information, see '**power bursts'** on **page 10**.

Inventory Addendum: Well I Guess it Could Be…

Sometimes, as a player or a GM, you will feel like a particular character needs a little flair—a certain touch of personalization or idiosyncrasy which can be expressed via an unconventional sort of item. This is when you may choose to call upon the **"I guess it could be"** rule—which may also be called **"counts as"** or **"proxying"** or **"fluffing,"** depending on the jargon of your fellow players. This is the act of using the stats and traits of something in this manual, but applying them to something else entirely. This can be done to give an outlandish, bizarre, or eccentric item a reasonably grounded and understandable set of abilities and traits.

Say for example you want a character to use a large fish as their weapon of choice. Since there is no "large fish" item in the manual, you would instead find something that could perform a mechanical function similar to a large fish: which in this case is dealing damage at close range. You would find an item that does that—maybe the longsword, combat knife, spear, or length of bike chain—and use that item profile; but narratively, whenever describing the item or its effect on people, it would be a large fish.

Instead of describing a sword, the players responsible would describe a large smelly trout; and when it is used, instead of describing a violent meeting of steel and flesh which ushers forth scarlet plumes of vitae, you would describe the loud and wet slap of a damp salty fish slapping against the supple rosy butt cheeks of the fish's unfortunate victim. This can, of course, be used to say any item "counts as" any other thing, but generally **should not** be used to say that items count as other items available on the black market— that would soon grow intolerably confusing.

Character Creation V: Augmentation

Augmentation is kind of a big deal. Exactly how big a deal is a matter of some debate, depending on what kind of game you're playing. Sometimes it's the backbone of modern society; other times it's a cheap trick you can buy at the grocery store. In the Toonpunk Doublearth setting, it's an established science and a part of everyday life. Whatever the context, it's something in which you need to involve yourself. Augmentation it is the practice of integrating mechanical parts with a biological being, to create a **fusion of man and machine** that is greater than either would be alone. It is used by police, soldiers, civilians, and—of course—crooks.

During the course of your career, you can purchase augmentations and have them integrated into your body. This can provide a number of powerful effects, from allowing you to hack computers at the speed of thought to punching clean through walls.

Of course, it's possible to have too much of a good thing; and all it takes is one EMP grenade to send you to fuckville.

Augmentations can be purchased like weapons or other items; however, their effects are far more powerful, and far more permanent. Once you have purchased an augmentation, you can't just casually take it out of you again—augments can only be replaced, and surgery is expensive. As such, you must be careful when making this decision.

Augmentations have two characteristics aside from their various unique effects: **visibility**, and **location.**

There are two categories of visibility: **Subdermal** augmentations are things like nanobots or stealthily-concealed wires, which are invisible to the naked eye. While this allows you to look normal, their effects are often less pronounced than other augments. On the other end of the spectrum, there are **External** augmentations—cybernetic limbs which are plainly visible. They grant significantly more powerful abilities than subdermal augmentations, and stick out quite a bit—sometimes for better and sometimes for worse.

Location is the area of your body in which the augmentation is implanted, and thus which parts of you it affects. Augmentations can be implanted in your **Arms, Legs, Waist, Chest, Back, Neck,** and **Skull**. Additionally, there are **Global** augments, which are injected into the blood or muscles, and **Special** augments, which are placed in an uncommon area. Unless otherwise noted, you may have **one subdermal and one external** augment on each body part.

If you have Augments in your inventory which use the same body part, they can be exchanged for one another during downtime. Augments which have been installed cannot be removed without being replaced, unless they have the ability to regrow biological limbs where you come from. I dunno your story, maybe they do.

Augmentation is a powerful force; but be warned, there is a dangerous downside. Having two augmentations installed on a single body part makes you vulnerable to **EMP** damage—a devastating damage type which can bypass armor and shields to damage your health directly. For information on EMP damage, see **EMP** on **page 63.**

The most powerful augments of all are called **invasive augments**. Installing one permanently weakens your character in exchange for granting them extraordinary power. They are rare and expensive—most likely you will steal them, rather than buy them. For more, see **Invasive Augment** on page 68.

Character Creation VI: Legacies

Do this business long enough and you're gonna learn a few things about people. Do well, and people are gonna learn things about you. That's what we call a "legacy": the marks you've left on the world and the ones it's left on you.

Legacies are skills that your characters acquire with time and experience. They don't change their stats or abilities in the strictest sense, but do affect the things you roleplay: the way your character interacts with the world, and the way other characters will react to them. A legacy might be a strange bit of knowledge, an unusual habit, or a unique aesthetic. The complete list is here below.

Ordinarily you only gain legacies through successful missions. You can choose 1 legacy from this list every time your character's cumulative money stolen reaches a new hundred-thousand mark, up to your first million—for a total of 10. There is no restriction on which legacies you can choose; they exist purely for your own amusement, as a thing you can point to during roleplay scenarios and say "I can do that, here's the receipt".

You may also, if the GM accedes, collaborate with them to create an entirely new legacy of your own, following the general style of the ones laid out here.

One last thing. My friend Andrew made a habit of instructing players to pick 2 legacies at character creation, to neatly carve out the characters' presence in the world. And, if someone ever had trouble thinking of a character, he'd advise them to pick two from the list at random and figure it out from there. He didn't count towards the legacies you get from stealing. Some GMs or players may wish to follow his example; never be afraid to ask.

Appetite: It's true that most food these days is a mixture of paper pulp and cricket meat—but you know where to look to find the places that slip between the cracks of public notice. Places where they use real soy sauce to dress their cricket meal, or sell smack out the back door. You also technically know where you can go for real meat and veg, but—come on, on your budget?

You know where to find every good restaurant in town. You also know which ones are fronts for organized crime.

Animal Lover: Do you like wild animals? Do you not particularly like them, but at least understand them? Do you hate them, but respect their simplicity and savagery? Are you one yourself? Then this perk is for you—godspeed to all you fuckers who adopt tarantulas and raccoons and bears or whatever.

Wild animals won't attack you unless you attack them first. You may use your acting or perception skill on wild animals to attempt to direct them away from their present location, or gain safe ingress into their territory.

Australian:

No matter how often you cuss, it will never be seen as especially rude or unusual.

Background Character: You were born to be a supporting character. Important people's eyes just drift over you; you may as well be set dressing.

As long as you are dressed appropriately, anyone who makes more than 600 grand a year just kind of assumes that you work for them.

Celebrity Impersonator: Maybe you just have one of those faces. Maybe you have a certain gift for makeup. Whether you were born with it or worked for it, either way everyone agrees: you do a killer impression of whoever-it-is.

Choose a celebrity from your current game's setting. You can do a really good impression of that person; you can use your acting skill to convince other people that you are that person. At the GM's discretion you may be required to spend time (up to 10 minutes in-game) prepping your appearance.

Clown Shoes: Despite conventional wisdom, waving a gun around doesn't always make people take you seriously. Sometimes it's just not gonna happen, full stop! Maybe it's not a literal pair of clown shoes (though it also *might* be) but something about you keeps people from taking you seriously.

Anyone who is not predisposed to react with suspicion towards you will habitually underestimate you, mock you, laugh at you, and otherwise treat you as though you are a goofy guy.

Day Laborer: You've had a lot of jobs; you've even kept some of them, sometimes even on purpose. In your wide range of experiences you've come to realize that most offices of a certain kind are set up a certain way. Now you can navigate them all...nearly equally well.

When you enter a corporate or professional setting for the first time, you can accurately—we'll say 10% margin of error—guess who the boss is, how many of the staff are on site, where they keep their tools and records, and where the bathrooms are. If you use an industry-specific lingo that the GM does not know, you can at your sole discretion explain it, and hit the dab on them.

Dring King: Your liver was either made in Heaven, or in a lab. It takes stronger booze than anyone's ever made to put you down for the count.

You can't get drunk unless you feel like it, no matter how strong the drink is.

Drip King: The art of being a drip king is a difficult one that only a few people will ever truly master. You must have a posture that changes like the wind and a demeanor harder than steel. If you do not have the will and poise to wear the most ostentatious clothing, then your clothing will wear you. Simply being known as a true drip king is as great a reward as being one itself.

You can wear any clothes or armor without looking underdressed. This does not exempt you from suspicious person rolls, it just exempts you from lookin like an asshole.

Fanbase: Are you a street preacher with silver pipes? A musician or comedian who does a killer 5 minutes on the redbands? Whoever you are, you put asses in seats—all you gotta do is flash those pearly whites and a gaggle of insufferable motherfuckers will come to do your bidding.

During downtime or tension encounters, you may summon 1d3 simps to your location. They take 5 minutes to arrive, are all ugly as fuck, and have no skills, but will carry your stuff.

Ferrogenic: Most people with numerous augments begin to look stilted, blocky, and uncomfortable. Not you, though: the more of your body you replace, the more you look like yourself. What can you say? Some people were just born to be reborn.

You never wind up looking ugly or off-puttingly artificial no matter how many augments you have or in what combination.

Freakish Drug Tolerance: You don't tolerate drugs so much as you adore them. Through grueling practice, you've learned how to bring yourself up or down through sheer force of will; at this point, you smoke just because you like the taste.

Drugs only cause you to hallucinate, get hyped, or space out, when you feel like it. Drugs which affect you in any other way still take effect as normal.

GangStar: When people ask you'll probably say it comes naturally. But it took you so many hours, so many bullets, and so much practice to get this right.

You can fire a gun while holding it sideways and still hit your target.

Gentle Caller: Most people give hookers a bad rap. You're not one of those people. Maybe you're a colleague, a friend, or a relative; but it's known all around town that you understand them, and they understand you.

Red Light workers can always tell you're not a cop, serial killer, or other sicko. Whether they trust you, per se, is another story; but they can always tell you're not those specific kinds of predators. The idea that you might actually be one of those things is not something we shall here entertain.

Good Cook: Before you got into the crime game, the odds of you ever getting to work with a real side of beef were vanishingly low. Now that you've gotten the chance you sure as hell won't waste it.

Any food you prepare will be better than most people would be able to do with the same facilities and ingredients.

Good with Kids: In the year 2305, it's really unusual for people to be good with kids. There's no way to explain why in just a few sentences; go read the lore book until you can fill in the blanks.

You're good with kids. If the GM introduces some obnoxious rapscallion youth who insults you, demands some kind of service from you, or otherwise gets in your way, show them where on your character sheet you've written this perk; you may then tell them, and their snot-nosed plot device, to fuck off.

Hammerspace: It's not a "pocket dimension" in the strictest sense of the term; rather, you practically have a whole dimension in your pockets. Some might say that's good enough.

You can store a large array of odds and ends on your person. You may carry an arbitrarily vast number of any items which cannot plausibly be considered equipment or weapons: this includes office supplies, snack foods, lint, toiletries, tissues, mixtapes, finger fidgets, etc.

Handyman: It'll take more than ten guns to save you from a man with a ladder.

You may produce an 8-foot-tall ladder with a maximum load of 350 pounds per rung. It does not take up space in your inventory. It may be carried over your shoulders; doing so slows you down as though it were an incapacitated character.

High Roller: Night clubbing is a pretty tight-knit scene; it's easy to get known as a person of means if you dress the right way, shake the right hands, and roll up with the right tunes.

You can get into any night club in town without paying the cover charge.

Hipster: You were uncool before it was uncool. Or maybe cool before it was cool. I don't know, but you do. Apparently. Anyone who could be considered 'mainstream' finds you difficult to get along with, but you find it easy to blend in with any kind of counter culture movement, and make friends within them with ease.

Hyperfixation: You are in some bizarrely deep and specific fandom. You might be able to recount the entirety of the Rah Rebellion, or tell everyone about how Novashout is actually the hero of the Transmorphers. Whatever the case is, you know too much, and not many people care. When you find someone who shares this specific interest, you can forge an instant friendship. All other people may be mildly amused.

Iron Stomach: When you grow up eating Saskatonian street food, you learn pretty quick that there's worse things in life than gutter oil. While other people might cringe or gag in the face of mystery meat, cardboard salad, or vixen bean dip, you laugh and ask for seconds!

You can eat and enjoy just about anything that isn't literally poisonous.

Lackey: Anyone can be a lackey: temps, simps, gimps, or wimps. Whether you bullied, seduced, cajoled, browbeat, or (ha, as if) paid them, your lackey will dutifully follow you on your escapades, carrying your stuff with him for as far as you need– at least, until his band takes off.

You have a lackey who follows you around and carries your stuff for you. He can carry up to 2 duffel bags full of stuff, plus a small, compact, or equipment item in his hands. The lackey has no skills and cannot enter guarded areas. He will die if anyone shoots him and run away if threatened. If your lackey dies or runs away you can get a new one at no further cost.

Motherfucker, Bad-ass: Insert Samuel L Jackson reference here.

Nobody doubts your ability when sizing you up for a job. Passers-by and petty crims can tell you are not to be fucked with. Nobody will ever attempt to snatch your wallet unless they literally want to die.

Motherfucker, Sexy-ass: Insert Prince reference here.

You have really good sex. Everyone who lays with you agrees.

Motherfucker, Ugly-ass: Insert Pete Buttigieg reference here.

Most people are visibly repulsed at the sight of you. They end conversations with you as quickly as possible—by giving you what you want if you have a high acting score, and by shunning you if you have a low acting score.

Mystery Species: You might be an anime mecha, but those things on your head make you look sort of like a giraffe…then again, you could just be a human in a costume. Are you very well drawn or very poorly drawn? Nobody but you can tell for certain, and that's often to your benefit.

People will presume you are whatever species they like most, until told otherwise.

Niche Microcelebrity: The secret to microcelebrity is finding your niche. When you look on the internet, there's plenty of Asians, crossdressers, dog-lovers, and pop-leftists; but there's only one crossdressing Asian dog-loving pop-leftist, and that's the goal.

Name a subculture. Members of that subculture often recognize you for one thing you did online at some point in your past.

Notorious hustler: You have a reputation, deserved or undeserved, as a trickster, cheat, and con artist. Characters who only know you by reputation will refuse to play games with you, turn their backs on you, loan you money, take food you offer them; and will always assume you are lying.

Pharmacist: Put your chemistry lessons to good use and you'll really put the *harm* in *pharmacist*!

You know where to get or how to manufacture specific chemicals not listed in the Drug portion of this book. If you are left alone in a pharmacy you can actually make them yourself.

Pleasing Papers: As a responsible member of society, you keep your papers (forged or otherwise) in good order in case you need to go somewhere.

Yes, yes, we may be living in a nightmarish police state where the powers that be can stop, frisk, assault, maim, molest, and murder us whenever they want—but think of how much worse it is over there!

You can get through any public security checkpoint without incident. This includes national borders, police dragnets that are not specifically looking for you, and general purpose security checkpoints. This does not allow you to enter locations restricted to the general public.

Preferred Client: Someone considers you preferred clientele: they owe you, or they like you, or you're just a good tipper. It's no trouble at all for them to run the odd package from A to B on your behalf.

Once per day you can enlist some underground couriers to carry a package for you from any public place, to any public place, at no charge.

Press Pass: These days there's no actual journalists, not even yellow rags—but not many people are wise to that. You can finesse your way past most bouncers with some laminate and a lanyard.

You can get into high-profile social venues such as galas, auctions, and parties so long as nothing flagrantly illegal is taking place. If you are thrown out of a venue, you will not be able to re-admit yourself using your press pass. This does not permit entry into closed affairs: private islands, secret society meetings, slave auctions, gatherings of the church of Moloch, bingo nights, etc.

One of Those Faces: Maybe you were born with it. Maybe you're, uh...you know, that guy, from, uh—no, no, not that guy, the other guy, from college! No—wait, yes, him, that's him. That's you! Wait, no, that's not you? Not important. Point is you have one of those faces that people know they've seen before. The kind that just sort of eases itself into your subconscious and gets mixed up with a hundred others.

People who have never met you can be easily convinced that they once knew you in passing; IE school, an old job, a large church congregation.

People who have met you only in passing will struggle to describe you. People who had special occasion to take notice of your face, IE witnessing you committing a crime, will still be able to describe you fairly well.

Really good at accents: When someone tells you "Do a British accent" you have to tell them "Be more specific". Through osmosis or rigorous study, you have learned the many ways in which your native language sits on foreigners' tongues. A useful tool for many; a neat party trick for all.

Name a country in your game's current setting. While speaking your mother tongue, you can flawlessly imitate that country's entire array of regional accents. You may take this perk multiple times, each time naming a different country.

Rock God: It doesn't take much to be a rock god these days. Most people have never heard a real instrument, and if you rock up with anything like one—a handpan, a harmonica, or god willing a real guitar—you can spellbind half the bodies on the block. Careful you don't get it confiscated; vagrancy calls are about the only thing the plainclothes answer these days.

You may play an instrument of your choice. If you play it at a public venue it will be at capacity after 1 hour. If you play it on the street you may attract a crowd of 1d10 people to your location for every minute you spend playing, up to a maximum of 40 people. You may busk and generally raise a ruckus, but you may not take paying gigs: selling out is for chumps.

Rock Snob: A good set of ears is about as rare as a good set of hands. With the retcons being what they are, you have to be ready for a redband rodeo every time you want a decent groove—if you can hold onto it, a good library is worth more than pure black.

You know every good song by every cool band, even the recent stuff by obscure indie artists. If there's a col band in town, you know where they are and how to get there.

Signature Outfit: Everyone who's in the know, knows you. Designate a specific piece of armor or clothing. As long as you're wearing it, everyone will recognize you. Anyone who claims to be you and isn't wearing it, or isn't wearing it quite right, will be scoffed at, dismissed, or even met with hostility.

Social Smoker: You have a winning smile and a fancy ribbon on your packet of choice. You might candidly imply—perhaps even truthfully—that your cigarettes contain leaves, if you can imagine it. No red-ish-blooded person can refuse your simple request, when you are so earnest and your need so dire.

You can bum a light from anyone with a lighter, even people who are predisposed to dislike you.

Solomid: The most impressive skills are the ones that don't look that impressive until you've tried them and failed. Most people who see you strut your stuff will probably sneer and call you names; but the ones who know—oh boy will they know.

You are freakishly good at one video, dice, or card game of your choice. You automatically win any games against ordinary players; against similarly competitive players, you may resolve the contest any way you and the GM agree is fit.

Stank: So maybe you're a skunk with a nervous heart. Maybe this is actually quite a fetching fragrance on your homepage. Maybe you play Warhammer. However you explain it, whether it's your fault or not, just about everyone you meet prefers to be well upwind of you.

You smell so bad that people prefer to avoid you altogether. If there is anyone else in your party that an NPC can talk to instead of you, they will do so.

Tabletop Game developer: You are ontologically disgusting; a symbol of a declining species. Everyone agrees you should have been aborted. You are worse than a serial rapist made of poop.

You can never gain any money. People will stop in the street to spit on you and recoil in horror if you make eye contact. If you dare to open your mouth in the presence of your betters, they will kill you instantly and no jury will convict them.

Truly Unphotogenic: Some people just weren't meant to be photographed, and you suffer just such a curse. It doesn't matter how attractive you are in real life, in every photo you look like a grisly, ghoulish parody of yourself. Maybe you always sneeze, or just don't know how to smile on cue.

When viewing a photo of you, viewers will never immediately recognize you, and must be convinced that truly is you.

Unionist: "Taxi" is a euphemism. "Union" is a euphemism. And "unionist" is a double euphemism. What for? If you have to ask, you're not meant to know. And if you do know, don't ask.

You can get a taxi anywhere on short notice, unless you're like, really out in the sticks.

Where the Bodies are Buried: Ah, they must have you mistaken for someone else. You weren't at the robbery, you didn't stack those bodies—you were in you-know-where with mister so-and-so, and not to name any names but you happen to know that he was there with you-know-who—yes, them, and your associate is prepared to divulge that information in the event of your untimely demise. Yes, yes, of course you will overlook their mistake, it's only fair.

Name a character in a position of authority. They are unwilling to act against you: you know some information that would greatly inconvenience them. Take a moment to explain what information this is, how you came to learn it, who of importance would care, and why. Remember: simply having proof that they committed some atrocity or another isn't enough. The "anger of common people" is a myth to the powerful. It has to be something that would specifically anger people of comparable status.

Running the Game: How to be a GM Who Is Real Good

It is not difficult to run a game of Toonpunk. **Preparing** a game of Toonpunk may be difficult, and **scheduling** a game of Toonpunk may be difficult, and spending a long time in the company of your friends having **fun** together may be difficult; but the actual running of the game is, itself, not difficult.

Within this portion of the manual you will find a collection of helpful instructions for creating and managing Toonpunk games of varying lengths, complexity, and difficulty. If you read these carefully, you will find the experience of running a Toonpunk game to be easy and enjoyable!

Preparing a Game I: Things You Ought to Note and Track

As a game master in Toonpunk, you will inherit the thankless tasks of meticulously keeping records of all varieties: your players' finances, equipment, and notoriety; the names, armaments, formations, tactics, and abilities of enemies; and the names, tendencies, motivations, desires, and the what- have-you of NPCs of all variety. What you should be taking away from this is that due to the sheer amount of information you will need to keep track of, it is a very, **very** good idea for a GM to keep a notebook—perhaps several, even. Within this notebook, you will need to keep:

A precise record of your players' gear, reputation, and finances; and the net value thereof. This should be as accurate as possible and updated the very second something changes hands. This will enable you and your players to precisely ascertain their equipment and finance at a moment's notice; and make sure nobody cheats. That is not to say that we are accusing your players of dishonesty, but this **is** a game about people whose ends justify their means.

Notes on the setting and story of your game. Things like the precise date and time of important events, the motivations and personality of important characters, and any important plot points which have yet to be established to your players. These notes will need to be kept well away from prying eyes, like those of your players or their friends. It might seem like a bad idea to keep a ledger of such information lying around; but it is a worse idea by far to forget important information and nwind up presenting your players with an adventure that makes no sense.

The skills, behavior, tactics, and gear of any enemies your players may run into. You'll need to track everything which can pose a threat, ranging from lowly security guards to heavily- augmented gun-toting paramilitary SWAT officers. For more information on this, see **'Preparing a Game III: Population'** on the next page.

The patrol patterns of any guards or other individuals who may have such things.

Preparing a Game II: Maps

The first thing you must do in order to run a Toonpunk game is to devise an encounter which your players will face; and the first thing you must do to plan an encounter is to select an ideal map. There are a number of high-quality Toonpunk maps ideal for numerous different situations available; but with something as simple as a sheet of graph paper and a box of pencils, you can make one of your own, to suit any occasion imaginable! To create a Toonpunk map, you will need the following:

A sheet of graph paper, or perhaps several. If you are creating a map with multiple different stories or areas, it will be good practice to get a different piece of paper for each area involved in the job. Make sure the paper is in good condition, because this is where the map will be drawn and it must be legible.

Pencils of varying color. You will need one black, one purple, one orange, one blue, and one red; thought you may of course substitute any and each of these if you are so inclined. You may also use crayons, markers, or paint if you wish.

A healthy understanding of level design. A good Toonpunk map is characterized by intricacy: it is of paramount importance that any job you design be one which is capable of engaging your players' attention and giving them something to think about. There should be multiple ways to achieve any given objective, and perhaps even some which are better than others: you should take special care to, in any given encounter, create multiple avenues through which hackers, thieves, con men, or even gunmen can attain their goals. Even a simple combat encounter should have multiple vantage points, firing lines, and points of cover. A good rule of thumb to follow is that there should be **at least three ways** to solve a problem: three ways to approach an enemy, three ways to enter a room, so on and so forth. This rule may be waived in the event that your players encounter a special puzzle, which must be solved in one particular way; but otherwise, you should make sure that your jobs are as flexible and approachable as is reasonable.

Preparing a Game III: Population

It is not enough for a map to simply exist: it must be populated with adversity of all kinds. Most commonly this will take the form of enemies or security measures, both of which can ruin your players' days if they aren't careful. Enemies, like players, have their own **equipment**, their own **stats**, and presumably even their own lives when they're not busy being cannon fodder. Enemies **can**, in fact, be as strong and well-equipped as players; but given that such foes are often a tremendous challenge, you as a GM should save those for rare and important occasions. Your players should not feel bad for beating up people weaker than themselves—it's a dog eat dog world out there, yknow.

The strength and number of enemies on any given map should depend on the players' numbers and total amassed assets. This is for the sake of fairness and convenience—not the enemies', obviously, but rather yours and your players'. If you are on the market for something that has been pre- generated and thoroughly tested, there are dozens of generic enemy profiles available for your use at the end of this book; but that you want something with a more personal touch, here are the rules I used to calibrate those enemy profiles.

Enemies cost a certain number of "points". The number of points allocated into an encounter are an easy gauge of its difficulty: **Pushover** encounters have points **equal** to the number of players; **Easy** encounters have points equal to **twice** that; **medium** encounters have points equal to **three** times the number of players, and **hard** encounters can have point values up to or exceeding **four** times the number of players.

The strength of your enemies' armaments is based on **the Benchmark.** The benchmark is equal to the value of the **total amassed** assets of the **richest player character**. For example, if the richest character in the group has a total of **100,000 hands** in equipment and cash, then benchmark will be 100,000. It will change as they acquire more loot.

Anything which is incapable of fighting back (a hostage, an elderly invalid, a houseplant) need not be given any equipment or skills. Presume for purposes of calculating their health that they will die only after sustaining whatever amount of damage is most convenient for involved parties. They cost no points and default to initiative 0. They can only run away from combat, and will automatically surrender if anyone uses a Freeze! command against them.

An enemy which is intended to be of little or no consequence (a single zombie in a horde, a poorly-trained thug, a nervous or underfunded policeman fresh out of the academy) should have usable assets—including weapons, augmentations, Doodles, and anything else which could conceivably have any sort of impact on any point of the job—of a value roughly about **25% of the Benchmark**. They should have **12 skill points**, dispensed as you see fit; though no skill should exceed a value of **6**. These enemies are worth very little, and will only be troublesome in great numbers or if taking the players by surprise. They cost **half a point**.

A rank-and-file enemy—who can perhaps beat up aforementioned pathetic goons and not much else—should have usable assets roughly about **50%** of the benchmark. They should have between **18 and 24 skill points**, distributed as you see fit. Enemies of this caliber are unlikely to match the players in one- on-one combat; but with careful positioning and teamwork they can potentially be a hazard of some capacity. They cost **1 point.**

An elite enemy of considerable status—perhaps a SWAT officer, a lieutenant in a gang, or a mercenary of some skill—should be given assets roughly equal to **80%** of the benchmark, and given between **24 and 34 skill points**, as you see the need. Enemies of this class can kick a fair bit of ass and the players should take care to avoid them—and you, as the GM, should use them sparingly, to punctuate the importance of an encounter. **They cost 2 points.**

A legendary badass enemy who is really great at what they do—a hacker with all the right gear and connections, a loose cannon cop who doesn't play by the rules, an old army toon with nothing left to lose—can be given assets **equal to or exceeding the benchmark**, as you see fit; and as many as **36 skill points** distributed any way you want. These enemies may even (and often do) have **power bursts, augments**, and all that other badass stuff. Characters like these are significant challenges for the players and should **only be used for encounters that are meant to be difficult.** Your players are generally best served minimizing contact and running from them. They cost **3 points.**

To reiterate: the total point value of the enemies on the map should be **equal** to the number of players in the group for a **simplistic operation** that's so easy it's hardly worth the time; **twice** the number of players for an **easy** operation, which they can overcome with very simple planning and minimal skill; **three times** the number of players for a **modestly difficult** operation, which can be bungled and lead to their downfall if they are not careful; and **four times** the number of players for a complex and daring operation which they will need to be very careful to pull off. Issuing enemy forces with point values any higher than that will make the operation exceedingly difficult. It will push the players to the very limits of their capability; or simply be outright impossible. You should only create enemy forces with point values higher than 4 times the player if you are attempting to put the **fear of God** into them, **or** if you just **hate them**.

Preparing a Game IV: The Police

If you are running a game of Toonpunk, and your players are anyone other than the actual Banco Central robbers, the cops are eventually going to get called. This is **bad** for your players: the police greatly outnumber them and have much more equipment and manpower than they do—and they **don't stop coming**. Once the police are called, the job is effectively on a timer: while the players may resist the police for a time, they eventually **will** be overwhelmed by strength of arms and numbers, as more and more responders are dispatched to the scene. However, there is a fair bit of time between the players being detected and the law bringing its maximum force to bear. When emergency responders are called to the scene of a crime, they come in waves of increasing intensity.

The police are called to the scene if the players trigger a security alarm, or if someone who is aware of the crime in progress calls them for help. After the police have been called, the police will arrive and begin attempting to arrest the players after a few short turns. When the police are called, roll **1d10**. The police will arrive after that many rounds. For every 20 points of infamy the players have, it takes an additional round for the police to arrive—they're not in a tearing hurry to meet the reaper, after all.

In most urban settings, it can be presumed that most civilians will have cell phones, and so will call the police as soon as they pass out of the players' eyeshot. For a slightly less frustrating experience, you may instead decide that civilians only call the police after they pass beyond the edge of the map.

The number of turns until the police arrive is reduced by 1 each time someone calls them, and it can be further reduced by certain high- level enemy abilities. Your players will want to neutralize both of these!

Remember that while the police may be the largest threat to the players, they cannot reach everywhere. Don't have the police arrive before the players do something to tip them off—they **should** be able to circumvent a response wave through careful planning and fast movement. Additionally, if you as the GM feel like it wouldn't make sense for the police to respond, or don't want to have to go through the hassle of setting up a response wave (because let's face it, sometimes you just feel lazy), it is entirely acceptable to just say the police are all out having donuts or something like that.

The police are (theoretically) more interested in arresting the suspects and repairing the damage done than in killing them. Make sure the police have **nonlethal** weapons and make **liberal use** of freeze actions. Not **everything** is about killing.

But some things totally **are**. If the players return lethal force against law enforcement, the police may begin shooting to kill. Use your own discretion to decide when to raise the stakes.

Preparing a Game V: How to Prepare a Campaign

There's more to a game of Toonpunk than robbery, even though that's very much the meat and potatoes of the matter. The glue that holds these moments of adventure and daring together are the characters themselves: the cartoony and outlandish rogues who drive the heists and the events around them. It is these characters and their struggles that give your players the desire to succeed, and the fear of failure. You should take particular care to be very familiar with them, because **that** is the way to a truly engrossing and memorable campaign.

You will find, below, a list of bullet point tips and strategies for preparing games and campaigns that your players will enjoy and look forward to. While none of these are hard and fast **rules**, per se, it may serve you well to take these into consideration!

You and your players are on the same side. Even though you are the antagonist, you should **never ever ever under any imaginable circumstances** forget that you are trying to make the **characters** miserable, but keep your players entertained. If they are happy, they will make you happy.

Always make sure **the games you run are fair**. "Fair" in this case is defined as something that you can reasonably expect them to overcome with effort and intelligence. As long as your enemy placement is balanced, and you do not require the players to act upon knowledge they cannot be reasonably expected to possess, you should do very well with this. Break this rule only if you are **very certain** that you have reason to: you **usually** will not.

Make sure your campaign is **understandable**. This is about as simple as it sounds: your players should be able to understand the plot of your campaign, as it pertains to them, with minimal effort. It is good form to provide a short quickly-readable list of important background details, and it is important to keep these succinct and legible. If there is any required reading or listening for your players, make sure to provide it ahead of time.

Preparing a Game VI Tips for Assembling a Story

Writing a campaign is not the easiest thing in the world. It is not **difficult** per se, but it is still the most difficult part of preparing this game. It requires the assembly of an intriguing story which gives your players a reason to care about the outcome of their adventures, while also contriving numerous reasons to have them rob, blow up,

Included below is a small list of tips for creating an exciting and memorable campaign that makes sense, but not too much sense.

Regularly observe fiction which is in the same approximate genre as your campaign. As the GM of a Toonpunk campaign you should have a familiarity with the vagaries and nuance of science and criminal fiction—which can range in familiarity from time-tested classics like **Goodfellas** or **Matrix**, to the obscure weird tales of amateur fiction periodicals.

They will readily serve as a vehicle by which you might acquaint yourself with the techniques of writers who went before you. These can range from specific character archetypes and caper ideas, to broader notions about criminal society and hierarchy. Make sure to do this regularly and with a wide variety of material, to keep your inspirations varied and exciting!

Basically what we're saying is **steal** as many ideas as possible from everything you can, and eventually people will mistake your story for an original plotline.

Make sure your players' characters are important to the story. It's all well and good to have an intricate multi-layered political/criminal planned out; but the important thing to remember is that while Toonpunk is **like** a book, it is **not** a book. Your players, as a rule, are not interested in watching a bunch of NPCs hash out drama between themselves. You must make sure that your players drive the events of the campaign, or are at the very least key to their proceeding. If your players don't feel like their contribution to the story matters, they will cease to pay attention and will almost inevitably find another way to occupy themselves.

The **very first thing** you need to do when you begin working on a campaign is to compose, for your own use, a summary or outline of your campaign's plot. This will be tricky, because unlike writing a book or movie there is no way to control what the players will and won't do; and keeping your players' actions relevant is the easiest way to keep them invested and happy. No matter what you do, **you will need to be ready to improvise:** you will need to create dialogue, story, and encounters on the fly, with just a few minutes of prep time.

Sometimes you may wish to create a story-light adventure, where there are not many NPCs or story beats prepared ahead of time. This emphasizes the players' moment-to-moment actions (namely, the crimes they commit) above all else. This is ideal for many situations: casual games between friends; pick-up games where player attendance is irregular; or lighthearted adventures where no particular attention will be paid to the long-term ramifications of your players' capers.

However, sometimes you will want to exercise your narrative pretentions more distinctly—to create an epic crime caper that spans multiple continents and conspiracies, where the players' actions will have lasting consequences on an ensemble cast of NPCs, and locations. You may plan out encounters or lines of dialogue months in advance, and carefully forecast shocking plot twists or events!

In this case, you will need to exercise a much defter hand, in order to make sure your players' decisions can exist in concert with your grand designs. The best thing you can do is try to predict their actions in advance, and thus craft the story built around these suppositions. This can be done most easily by stalking them relentlessly for months at a time so that you learn their personalities and eventually come to know them better than they even know themselves.

However, in the event that you cannot do this, you are best served by creating a bullet point list of important robberies or plot points you would like your players to hit upon, while leaving the fine details of how they get there up to them.

Say for example you want to run a campaign consisting of several jewel robberies, which are interwoven with investigations into a ministry conspiracy. In this case you would assemble a bullet point list consisting of:

(1.) Players fight Corrupt Cops at Bar and learn that they are extorting money from a jewelry store for protection.

(2.) Now that the police have all been beaten up, Players decide to rob jewelry store while the police are turning a blind eye to it.

(3.) Players learn that there's a rare diamond on exhibition in town and decide to steal it, while corrupt cops pursue.

There are many ways to compose an outline, none of which are inherently better than others. You may choose to start at the very beginning and work through your plot in a linear and straightforward fashion; or you may begin with a single particular idea or heist in mind and work out the finer points as they come to you. Your plot can consist of anything and can be written in any order; but whatever else you do, just remember these golden rules: keep your players **central to the story**, keep your story **simple and explicable**, and **never** be so married to your work that you cannot throw it all in the trash and rewrite the whole thing from dust at a moment's notice.

If you have done all of the above and your players insist on ignoring, mocking, or disregarding your efforts as a GM, you must rip the flesh from their bones and stake their heads in your living room as a warning to the others.

Preparing a Game VII: House Rules and Touching Base

Let's level with each other here: there are a lot of rules in this game, and not all of them are going to be to your liking. As a GM you won't want to track certain things, and you'll want to omit certain other things for the players' convenience. Maybe you have some ideas that you think would make the game more interesting or fun, and want to try them out.

These nonstandard rules modifications are called **House Rules**, or **Table Rules**. These can include fundamental modifications to the core ruleset such as "You may not buy the Radcannon because I think it's too powerful"; or supplementary modifications like "You get +2 to acting rolls whenever you talk with a funny accent."

House rules are entirely up to the GM's discretion. There is nothing inherently wrong with these rules, but it is important to alert your players to their presence beforehand.

It's always a good idea to **touch base** with your players before a game starts, to make sure that you have a full understanding of house rules, of the tonal nature of the campaign, of any preferences or quirks of the other players, and of the overall objective of a given job. This makes sure that you and your players are on the same proverbial page, and that you won't spend time misinterpreting each other's intentions.

Say for example, you personally don't feel like the upcoming game will rely on or benefit from long in-depth conversations between characters and NPCs. Before the game begins, it would be a good idea tell your players that they shouldn't focus too much on conversation, and that you won't be making many acting rolls.

Contrarily, you might be running a complex caper where the characters con elderly pensioners out of their life savings in a real estate scam. Because of the heavily dialogue-oriented nature of the game, you would tell your players ahead of time that you will often ask them to make acting rolls, and that they should pick their words carefully.

Preparing a Game VIII: How to Set Up a Game

The last thing you need to do is **prepare the physical game for play.** As the GM, the burden of preparing the game falls squarely on you. While you can ask your players for help arranging the pieces, it is your responsibility to provide the map and the things that go on it. To prepare a game of Toonpunk, you will need to acquire the things mentioned aaaaaaall the way back on page 2: a table, some pencils, a map, character sheets, and some tokens. The ideal way to prepare these is to arrange the map in the center of the table, and the tokens in their appropriate positions. The players begin the game in an escape zone, while the NPCs begin wherever you feel like they should be—which is usually doing their jobs and minding their own business. You should keep any NPC character sheets readily accessible at times, while your players may keep track of their own sheets. Set the pencils aside somewhere you can reach them.

With this setup done, you are ready to begin!

Preparing a Game IX: Interacting With Your Players

As the GM, you carry the lion's share of responsibility. The players have only to overcome the trials you lay before them and their contribution will have been made; but **you** must animate a whole world, assemble an engaging story, design multiple stealth and combat scenarios, and above all else make sure that all the ingrates at the table have fun. It's thankless, but it must be done. After all—without you, there is no game!

While the previous section was about the must-haves and must-dos of preparing the game for play, this part of the manual is a collection of suggestions, guidelines, and informal regulations for dealing with the ever-troublesome human element of the game. That's things like improvising dialogue, drumming up story and plot points on a moment's notice, or even just getting them to shut up and listen for a little bit.

I Don't Trust Him!

This is a game about terrorists, hell-bound on a doomed mission to save the world. Tensions will be high and tempers will be hot. In a game of toonpunk it will inevitably happen that two player characters disagree. This is not a problem. The problem is when two **players**, aside from their characters— distrust one another. This is troublesome, and can keep the game from progressing smoothly. You, as the GM, are the designated mediator of the group: do what you can to work through these issues; and if you must, consider asking the players to take a temporary break from your game if they cannot find it in themselves to get along.

Alternatively, you can let your players backstab each other willy-nilly if you don't mind the group going to shreds—say, for example, you're only running a single heist instead of a campaign. However, if you expect such things to occur, notify every single player at the table ahead of time, to avoid anyone being genuinely upset by a fictional betrayal.

Dave, Don't Do That.

Sometimes your players will do...interesting things. Say, for example, your players have been tasked with protecting the History Eraser Button from a collection of terrorists. If one of your players– referred to as "Dave" in this case–decides that instead of guarding the History Eraser Button, he'd rather push it (or otherwise wants to irrevocably disrupt the other players' enjoyment of the game) you as the GM may simply say **"Dave, don't do that."** If Dave asks why, you may answer "Because nobody else wants that," "because that's stupid," or for the sake of expediency, "just because".

Let's Split Up!

Your players may sometimes insist on splitting up their crew to cover multiple objectives at once. This is great for them, because it allows them to set up and enact complicated plans; but is unpleasant for you as the GM. Each split means you have to divide your attention another way, and each will be clamoring for attention. While you **could** ask your players to refrain from doing this, that limits their options; and so, you should instead try these tricks for minimizing the strain it will put on you.

Divide your attention between each group sequentially. If the players split up, and you are reasonably certain that their actions will **not** directly intersect–say, for example, they are having two different conversations which are not particularly urgent–you may choose to play their scenes from beginning to end without splitting your attention, by doing one and then the other. In this case, tell the players who are not involved in the current scene to take a few moments off to stretch their legs, or have a drink, or light up a fatty. Call them back in when you are ready to play through their scene.

Take Turns. If the players are split up in a way that requires you to divide your attention, and their actions **are** likely to affect one another–say for example, one group is mingling and navigating a high-class party, while another group is attempting to overpower a collection of saboteurs attempting to sabotage that same party–you may ask your players to roll initiative like they would during combat, and resolve their actions in turn that way. While this still requires you to manage multiple scenes simultaneously, having a numeric value assigned to each player will considerably reduce the strain upon you.

Improvising Dialogue

Dialogue is a valuable addition to any game: while it is not strictly **necessary**, since exposition can be delivered impersonally, it builds flavor and gives characters opportunities to express themselves.

Because most conversations are sharp off-the-cuff affairs without any pre-determined paths or options–at least, they are unless your players can't hear, talk, or write–you're going to need to hold a naturally-flowing discussion which imparts both flavor and information to the players.

Improvising dialogue is easy, and is just an extension of getting into character. The easiest way to figure out how a character would respond or speak is to ask yourself questions about them, like:

What is the character's general temperament? Are they polite, businesslike, placid, etc?

What is the character's immediate situation? Are they in danger, or frustrated?

Does the character have a distinctive accent, verbal tic, or speaking habit?

What does the character know of the players? Does he or she know who they are? Does the character have any particular response to the players, such as fear or admiration?

Improvising a Story

You **cannot guide players through a campaign** so much as you can aim them in its general direction and hope for the best. Players—who, their cursed habit of not being you, have their own thoughts on whatever you give them—will devise their own responses, interpretation, and solutions to the narrative intricacies of your campaign; and the best thing you can do is just try and make sure that all the maps you drew can get put to good use.

Because stories are complicated and role-playing games make them even worse, we can't really give you much advice on how to string a story together, except for this:

Make shit up. If you went through all the trouble of drawing an elaborate 7-story heist and the players decide they'd rather be rock and roll stars instead, bullshit every single thing you can think of to make sure the crazy train doesn't completely skip the tracks. Good luck, you poor bastard.

Improvising Everything Else

Your players are going to do things you didn't expect to have happen. This will happen quite regularly, in fact. Maybe they'll think of a solution to a puzzle you hadn't imagined; maybe they'll find a way to run circles around an enemy you expected to be unbeatable; or maybe they will, through directed force of idiocy, fuck up something you didn't think they could fail at. When things don't go according to plan (which is always), you're going to need to **improvise**. Improvising mechanics isn't hard, but it's something you'll need to practice a little bit before you can regularly do it well.

While the rules of combat mean that there's very little room for confusion, things like locked doors, traps, or conversations are a little less set in stone; and the players will find interesting ways to deal with them. As the GM, your powers of arbitration mean you can call it any way you see it, but there are some good guidelines to keep in mind.

The big one is this: is what the players come up with **smart, exciting, or in any way deserving of a reward**? Then reward their cleverness with success and praise. If their solution to a problem is stupid or boring, consider asking them to come up with another.

Say for example your players arrive at a nanotech-locked door which will only open upon hearing a specific phrase. You, for your part, might intend for them to learn the password by placing a hidden microphone near the room and listening. There are many other ways the players might approach this situation, not all of which are equally worthy of validation. For example, they might coerce or bribe an NPC for information; if a camera is present, they might try to access its tapes; or they might call the site administrator and finagle some way to have it remotely opened. Each of these are clever and reasonable ways to work around the door, and are good reasons to grant the players success even though you did not have it in mind.

However, they could've tried something as foolish as shouting random phrases at the door, or headbutting it repeatedly. You are not **required** to reward anything you find meritless, and should tell your players if their methods will not succeed

The Black Market

As a Professional Paramilitary Operator (which is the very definition of "illegal") you will not be able to acquire everything you need to do your job through legitimate channels. For this reason, all punks make use of the black market, through a multitude of channels. On the black market, people are charged "reasonable" fees for weapons, vehicles, and housing—all of which have been scrubbed clean of identification. The items you can buy from the black market are listed below, sorted by the role they fill. If you ever find that an item you have purchased or stolen is no longer of use to you, you may seek to refund it to the black market at the GM's discretion, for the price that they determine.

Black Market Preamble: Item Traits

Today, many weapons have rare or special properties, owing to everything from unorthodox design to happy accidents in manufacturing.

Distinctive qualities such as these—known as **Traits**—can fundamentally alter the way a weapon works. While certain weapons may have special traits that are wholly unique, there are a number of traits that can be found in many different kinds of weapons. These traits, in addition to the size classes and types mentioned in '**weapon characteristics'** on page 22, are listed and described below for easy reference:

Penetration: Pierce: Mesh, Ceramic, Plasteel

Pierce: [X]: Pierce is the ability to penetrate armor. Piercing weapons can easily shoot, slice, or crush through the material indicated in the trait's name and all those weaker than it. This makes piercing weapons invaluable against heavily armored or shielded enemies. However, piercing weapons can only pierce thin objects, and will be stymied by larger concentrations of material: they can still be foiled by clever use of cover or ballistic shields.

Piercing weapons ignore enemy armor, so they can damage their target's health directly. Their damage cannot be negated by armor, even if they do less than ½ their target's current armor value. Piercing weapons can only pierce the material indicated in the trait's name, or weaker materials. Weapons with **Pierce: Plasteel** can pierce **Ceramic and Mesh**.

Weapons with have **Pierce: Ceramic** can pierce Mesh. Weapons with **pierce: Mesh** only pierce mesh.

Attack Properties: Artillery, EMP, Laser, Radiation, Super Long Range

Artillery: In this day and age, you don't need to see someone to kill them. Weapons with the artillery weapon **trait do not require you to have a direct line of** sight to your target: they can hit anything to which a straight line can be drawn, unless a roof is in the way. All you coy types, you can tell what is and isn't in the way, don't be jerks about it.

EMP [X]: Weapons with this trait exude a powerful electromagnetic force which can scramble communications, cut power, and disable augmentation. When a target is hit by a weapon with the EMP trait, they **instantly lose all effects** that would be granted to them by augmentations. This effect lasts until the end of the encounter.

Additionally, anyone affected by an EMP will take an instance of X damage **directly to their health** for every part of their body that has 2 or more augmentations installed on it. If a weapon with this trait is used against a wholly robotic enemy, they take 2*X damage directly to their health.

Laser: Laser weapons excel at stripping armor away from enemy targets, but lack the raw damage output of ballistic weapons.

Laser weapons **always** deal their full damage to armor, bypassing ordinary damage negation and chip damage.

Laser weapons deal **double** damage against shields. Laser weapons increase their damage dealt against a target by 1 for every turn spent attacking said target. This bonus dissipates if the owner goes a turn without attacking said target, for any reason.

Laser weapons **cannot damage a biological target's health**, but can still damage machines.

Nonlethal: weapons with this trait rely on blunt impact, electric shocks, or knockout gas to pacify their targets without killing them. If a target's health is reduced to 0 by a weapon with this trait, they are merely knocked out instead of killed. They are incapacitated, but do not need to be stabilized.

Radiation: What's that green glow? Weapons with the radiation trait use bursts of gas and energy to melt the flesh (particularly the genitals) of enemies. Weapons with this trait **cannot** damage shields or a SPC Barriers, but always have **Pierce: Plasteel.**

Super Long Range: Sometimes it's not enough to shoot your enemy through the scope of a sniper rifle: sometimes you have to shoot them with a building-sized cannon using positional data from a radar station halfway around the world. While Super Long Range weapons aren't **quite** intercontinental, they're pretty close. Their range increments increase by **twice the shot's range up to that point**, so that they have a maximum range of **nine times** their effective range! The penalty for exceeding effective range is reduced to -2. For example, a weapon with an effective range of 2 would have a first range increment of 6, firing at a - 2, and a second range increment of 18 firing at a -4.

Storage: Component: Geddit, Integrated, Stackable

Component: These items actually aren't ones most people can use. These items can only be affixed to vehicles with matching spaces. Components can be added to or removed from vehicles during downtime, but cannot be removed during tension or action.

Geddit: An item with this trait is thrown away from your person, but are not necessarily destroyed on use. After using it, you can return it to your inventory at no action cost by reaching its location. If you do not do so before the end of the encounter, it is lost forever.

Integrated: This item is a part of your body. It cannot be forcibly removed from your inventory and does not occupy an inventory slot. If you take damage from a weapon with the EMP trait, all your integrated items become nonfunctional until the end of the encounter, unless otherwise specified.

Stackable: Items with this trait are, like bananas, often found in bunches. You may carry up to 10 of them in a single inventory slot.

Concealability: Dead Giveaway, Suppressed, Silent, Undetectable

Dead Giveaway: Weapons or items with this trait are so conspicuous and dangerous that simply owning one is enough to bring attention down on you. If you have an unconcealed weapon or item with this trait, lawmen will automatically pass their Suspicious Person Roll if they see you. Unless otherwise noted, **all Long Weapons have this trait**.

Suppressed: Weapons with this ability produce muffled zaps and gunshots. The audible range of suppressed weapons is only five squares; however, they may not shoot outside their effective range.

Silent: Silent weapons are like suppressed weapons, but one step beyond: they produce virtually no noise and can only be heard by creatures standing adjacent to the character using them. All **Melee** weapons are silent unless otherwise noted.

Undetectable: Undetectable weapons are made of plastic, ceramics, or some other material that doesn't show up on scanners. Weapons with this property won't set off metal detectors, and won't show up on X-rays. They're invaluable on stealth and infiltration missions.

Drawbacks: Complex, Disposable, Heavy, Limited-Use, Recoil, Mounted, Slowloader, Spin-up

Complex (X): When a weapon requires a special know-how to effectively operate, it's considered **complex**. To reload a complex weapon you must either make a successful hardware roll, or spend X nonconsecutive actions.

Disposable: Some weapons aren't made to last. Like, at all. Weapons or items with this trait are removed from your inventory once you have spent their CAP, and must be purchased again.

Heavy: It's just the way of things that all the really killy guns are just too large to use elegantly. Heavy weapons cannot be fired in the same turn that their wielder takes a move action. This cuts both ways—a character cannot move and **then** fire a heavy weapon; nor can they fire a heavy weapon, and then move to end their turn.

Limited-use (X): Limited-use weapons have a low number of shots in them. They only have X magazines and may not be loaded more than that many times per job, counting the initial load.

Specially-purchased ammunition may still be loaded into limited-use weapons, where applicable. They regain all their uses between jobs.

Mounted Weapon: Weapons with the Mounted Weapon trait are affixed to a solid object: usually a tripod, mechanical arm, or something else very sturdy. Mounted Weapons are placed on the map as tokens, usually before a job commences. They may be used without having to pick them up and equip them, but cannot be removed from their starting position unless specially noted. They cannot critically fail and do not suffer penalties from the **recoil** trait.

Recoil (X): That is to say, this trait here. Any weapon with this trait kicks like a mule (No offense to any mules in the audience). They're difficult to keep straight, and impose a -X penalty onto any shot made with them. However, this penalty can be offset by spending an action to aim the shot. The recoil penalty only comes back into effect after the shooter moves, for any reason.

Slowloader [X]: Slowloaders are belt-fed weapons, weapons with great big drum mags, or rocket launchers—all of which require sustained attention to reload. To reload a weapon with this trait, you must spend X consecutive actions to reload.

Spin-up [X]: Weapons with this trait rely on internal generators or moving parts to operate. They must spend time revving or warming up before they can be used. Before a weapon with this trait can be fired, you must spend X actions spinning it up.

These actions may be made over multiple turns, and do not have to be consecutive. If you ever go one turn without spending at least one action spinning up, you must start again.

Extra Damage: Automatic, Blast, Cone, Expose, Shotgun, Whirlwind

These traits dramatically increase the damage output of a weapon. If a weapon has two or more of these, they always apply in this order: **Automatic, Cone, Shotgun, Blast**—just try to remember the mnemonic **Asses Cannot Slap Back**.

Automatic [X]: Automatic weapons use complex firing actions to fire a large number of projectiles each turn. When you attack with an automatic weapon, you **must** make **X shots**, with each having all weapon traits applied.

Multishot penalties with automatic weapons are applied per burst rather than per-shot: firing with an Automatic 2 weapon fires 2 shots with no multishot penalty; firing twice fires 4 shots with the normal penalty. Each shot can critically hit and critically fail like any other attack. Each shot in an automatic burst drains the weapon's CAP. If your CAP is reduced to 0 in the middle of an automatic attack, it ends immediately.

Blast [X]: Weapons with the blast trait release explosive force upon impact—these include hand grenades, rockets, or trip mines. On impact, a blast weapon's damage is spread over a number of squares on the grid, instead of a single target.

Upon a successful attack, every token within X squares of the attack is affected; but characters in cover from the attack take none. Blast weapons may harm friendly targets as well as enemies.

Multi-shotting with blast weapons incurs double the normal penalty. Blast weapons may target empty squares as well as enemies.

Cone [X]: A weapon with the **Cone [X]** trait disperses flames, chemicals, or other payloads over a wide area. When you fire a weapon with the cone type, draw a straight line from you to your target.

Every target—friendly or enemy—within Y squares on either side of this line is hit by an instance of this weapon attack. Y starts at zero and increases by one every X squares down the line, meaning the area of effect is always wider at the end.

Targets in multiple spaces covered by the cone do not take extra damage. Cone weapons cannot target anything outside of their effective range, but may target empty squares. If all this seems like too much trouble, just use a cone-shaped template from your tabletop wargame of choice.

Expose: This item puts the enemy on their back foot, IE by tripping or blinding them. When an enemy is **exposed,** the next attack dealt against them does double its ordinary damage. It can also critically hit. This effect automatically ends at the beginning of the affected character's turn.

Shotgun [X]: Weapons with the Shotgun trait fire pellets, flechettes, or other scattering projectiles. When you hit with a shotgun, roll a dX, where X is the rating of this trait. Your attack does that many instances of damage, with all traits applied. This means, for a weapon with DAM 5 and Shotgun 4, you'd roll a d4, and could deal up to 20 damage!

Shotgun is applied separately on every Automatic shot. Shotgun does not apply if your target is outside of the weapon's effective range.

Whirlwind [X]: While at least one weapon in your inventory has this trait, you may declare your intention to **whirlwind** at the beginning of any attack action. After doing so, you may attack any targets in range who have not already been attacked X times during your action, using any number of Whirlwind weapons in your inventory, with no multitarget penalty. If a target is killed during an attack by a whirlwind weapon, but there are shots remaining in the attack, you may allocate the remaining shots to a target within 3 spaces of the original; you may do this any number of times per turn. Whirlwind weapons cannot multishot.

During a whirlwind attack action, you may not use any weapon that does not have this trait.

Firing Actions: Assassin, Idiot-Proof, Targeting Software, Weenie Weapon

Assassin [X]: Weapons with this trait are small, delicate, and require their target to be unaware of them. Weapons with this trait can be operated using **stealth** instead of murder. Additionally, if a weapon has **Assassin [X],** it does X additional damage whenever it makes a successful sneak attack, which is multiplied by the sneak attack bonus as normal. Both of these traits **only apply** while the target is unaware of the wielder's presence, as defined in **Sneaking IV: Sneaking and Combat**.

Idiot-Proof: It turns out, some things are so easy to use that it's literally impossible to fuck them up. Equipment with the Idiot-Proof trait does not require a roll to use unless otherwise noted. This trait does not apply if a piece of equipment is used in a way which would inflict a penalty of any severity.

Targeting Software: Weapons fitted with targeting software use complex algorithms and motion sensors to predict the trajectory of their targets with...moderate degrees of success. A weapon with targeting software may be fired using the shooter's **hacking** or **hardware** skill, albeit at a -2 penalty. Due to the complexity of these devices they **may not** be fired by any other means.

Weenie Weapon: Have you ever noticed how your artist on tap can get killed by a cat? Or how whenever he does anything he immediately sits down to chug 30 glasses of water? As a rule, artists aren't in great shape—to their own in a fight, they need a "weenie weapon": something that requires basically no skill or muscle tone to use. When you make an attack with a weenie weapon, you may roll **Artistry** or **Murder**, at your sole discretion, to determine the attack's outcome.

Lingering Effects: Bleed, Burn, Contaminant, Fear, Poison, Poison (Gas)

Bleed [X]: Sometimes your inside parts forget where they're supposed to be. Bleeding damage is nastily persistent but fairly easy to overcome.

Whenever someone is bleeding, they take 1dX damage; and on the following turns, X becomes the amount of bleeding damage they took the previous turn, minus one. So if someone rolls a d8 and gets a 3, on the following turn they will roll a d2.

Burn [X]: It burns, burns, burns. Burning damage is the most powerful form of damage-over-time—it actually **increases** over time and can very easily kill someone outright. Whenever someone is set on fire, they take 1dX damage; and at the end of their following turns, they take 1dX damage plus however much burning damage they took on the previous turn. Fortunately, Burn is also the easiest sort of damage to get rid of—all you need to do is spend an action to extinguish yourself. If someone is burned multiple times, the damage is cumulative but they can still extinguish themselves with one action.

Contaminant [X]: Some weapons leave a mark that really lasts. Weapons with the contaminant trait leave a marker at their point or points of impact for [X] turns. Anyone who moves through said area before the contaminant expires will take damage equal to the amount of damage that would have been inflicted by an attack by said weapon, including all traits and modifiers of all kinds.

Fear [X]/[Y]: Holy shit! Weapons with the Fear [X]/[Y] effect inflict a penalty of [X] to any voluntary rolls their target makes! If multiple instances of the Fear effect are applied, this penalty stacks, too! If the source of the Fear effect is incapacitated or killed, the fear effect automatically ends!

When the Fear effect is applied, and at the beginning of each turn afterwards, the target may make a grit roll at a penalty of [Y] to negate the effects of all fear effects on them! Additionally, they may spend an action to make another roll to try and dispel the fear! Neither of these rolls take the [X] penalty, and the [Y] penalty does not stack—only the highest one applies!

Poison [X]/[Y]: Poison in your veins! Poison is the most reliable way to inflict damage-over-time upon your opponent, because it's the hardest to get rid of. Poison does 1DX damage directly to its victim's health each turn and can only be eliminated by using the Cleaner item. Poison stops by itself after Y turns have elapsed.

Poison (Gas): Functions identically to the Poison rule, but specifically denotes that the vector is inhaled, rather than ingested or injected.

Powered Equipment: Burdensome, Invulnerable, Mighty, Uplink

Burdensome: Equipment with this rule is so large and heavy that it's hard to run while carrying. While wearing Burdensome armor you may not double-move unless you have been granted at least one additional action that turn.

Invulnerable [X]: Armor with this rule is so remarkably well-built that it's nearly bulletproof. Whenever someone with the Invulnerable [X] trait takes **armor** damage, reduce the damage dealt by [X] before resolving its effect. Invulnerable **cannot** protect you or reduce damage from any attack that hits your health, shield, or any SPC barriers you have. The effects of Invulnerable [X] dissipate as soon as its wearer's armor is broken. If multiple instances of Invulnerable are present on a character, only the strongest one applies.

Invulnerable does not apply to chip damage.

Mighty [X]: Armor with this rule makes use of inbuilt servo-motors to augment the wearer's strength, and can form a devastating com pound effect with other augments. Items with Mighty [X] add [X] points of damage to the wearer's unarmed damage.

Uplink (X)[Y]: Some armors, weapons, or other devices are so advanced that they must be directly connected to your brain to function. Uplink, uniquely among equipment traits, has two variations: **Uplink (I) [Y]** and **Uplink (O) [Y]**. These are representative of input and output, respectively. If you wish to equip a weapon or item with Uplink (I) [Y], you must have a currently-equipped augment, trait, or item that has an amount of Uplink (O) that is equal to or higher than the Uplink (I).

Peculiarities: Bomb, Drug, Mod, Plan, Surgical

Bomb: Bombs are not toys. They are big nasty things that can really fuck up any given map. An item with the bomb type, unless otherwise noted, has **limited-use 1** and **disposable**. Its price may be affected by the buyer's **Explosives** skill.

Drug: These items temporarily modify a character's abilities. They can be only used once and their price may be affected by the buyer's **Chemistry** skill.

Gag: Gags are single-use abilities that can get you out of jail for free. These are things like double- takes, anvil drops, or cutaways—applied humor, in other words. They have brief and potent effects.

Gags go in their own inventory slot. You can only c arry a single kind of gag at any given time, but may carry any number of that gag. Instead of paying for a gag with money, each gag costs you 1 power burst to purchase. You must purchase gags during downtime, but may then use that gag at any point in your turn, at no action cost, unless specially noted.

Modification [Type]: If you want your weapon to work a little differently, you can use these. An item with this type does not occupy an inventory slot: it is attached to a weapon in your inventory, uniquely modifying its function. Any number of modifications can be attached to a single weapon, but only one modification of each [type] can be attached to a given weapon.

Plan: Sometimes on-site procurement will only get you so far. For complex and high-risk operations, you need inside men and high-value intelligence.

Items with the Plan type modify something about the enemy or security deployment on your next job. They do not occupy an inventory slot. They can only be used once, and their prices are affected by the buyer's **Mastermind** skill.

Surgical: The reason you call them medical professionals instead of medical amateurs is because it requires a fair bit of education to do it properly. Items with this trait provide valuable healing functions that cannot be duplicated by the field medic skill. Whenever an item with the surgical trait is used, the user must roll surgery to determine whether or not the item takes effect.

Size Classes: Compact, Short, Long, Equipment, Head, Boots, Gloves, Torso

You already saw these earlier, back in **Combat I**. But we're including them here anyway for reference.

Long: Weapons with this trait require two limbs to operate properly—they encompass rifles, swords, axes, and heavy weaponry. Long weapons occupy the Long Weapon space in your inventory, and are best used as direct assault weapons.

Short: Weapons with this trait require only one limb to use properly, and are generally less powerful than long weapons. They occupy the Short Weapon space in your inventory, and are usually used as sidearms or in close quarters.

Compact: Weapons with this trait are so small that they can be easily tucked into your clothes or affixed to your joints. They occupy the Compact Weapon space in your inventory, and are generally only employed as holdout weapons.

Equipment: Weapons or items with this trait occupy the Equipment slot of your inventory.

Head, Boots, Gloves, Torso: These are clothes or items which are worn like clothes, and occupy the respective slots in your inventory.

Invasive Augment: An invasive augment is a rare and powerful item that can cost over a million credits. Invasive augments do not take up body part slots, meaning you can have as many as you want in tandem with your regular augments. However, each invasive augment makes use of delicate and dangerous technology that even its own inventors only partially understand. The lengthy convalescence and psychological scarring of the installation procedure will **permanently harm** your character.

Every invasive augment you install **permanently reduces** a single skill of your choice, that has a value of **greater than 8 points**, by 1 point. There is no way to ever recover that point.

Due to their insane price points, I recommend that GMs use invasive augments as heist objectives in their own right, instead of just a thing that players can buy.

Damage Types: Arrow, Bullet, Chemical, Computer, Doohickey, Energy, Gizmo, Melee, Thrown, Warhead

A "type" is an informal descriptor of how a weapon or item functions. Certain items or abilities affect or interact with specific types—for example, the **Ethereal Aegis** doodle has an IP cost which depends on the type of projectile being blocked at any given moment. If a weapon has a damage type, it will be listed after its size. If something does not have a type, you shouldn't be hitting people with it.

Some damage types also confer unique effects:

Unless explicitly stated otherwise, **Thrown** and **Arrow** type weapons can be reloaded at no action cost. They may not be reloaded during an attack action.

All **melee** weapons are presumed to be silent unless otherwise noted.

To use **gizmo** items, the wielder must make a successful hardware roll unless otherwise specified. Gizmos always have unique effects detailed in their stat blocks.

To use **computer** items, you must make a successful hacking roll. See **Hacking** on page 34 for information on how computers can be used.

Weaponry (Mostly)

Entry Level Equipment: For Those Who Are Not Long For This Earth

Prayer (Free)
SHD: 0 | ARM: 0 | Nonexistent
You pray that you don't get shot. It might work. Probably won't. But when the money's tight, you get what you get...

Rock (Free)
CAP: 1 | DAM: 1 | RNG: 4 | Compact | Throwing
It's a rock. You throw it at people.
Weenie Weapon, Limited-use 1, Disposable

Shiv (Free)
CAP: 4 | DAM: 1 | RNG: 1 | Compact | Melee
The classic weapon of prisoners and gangsters everywhere. While shivs are a common sight among the truly desperate, no self-respecting toonpunk would be caught dead using a weapon this worthless. But, beggars can't be choosers...

The shiv cannot be used in a clash. At all.
Weenie Weapon, Limited-use 1, Disposable

Unarmed (Free)
CAP: INF | DAM: 2 | RNG: 1 | Melee

Fisticuffs! Pugilism! A little bit of the old left hook! Unarmed combat is an essential skill for any badnik. Fortunately, it's always free. At least, until God starts charging for limbs.

All players always have Unarmed equipped, and it does not take up an inventory space. Unarmed cannot be bought, sold, or unequipped owing to the fact that it is representative of your character's limbs and nobody wants to buy an old severed arm. Unarmed cannot deal damage to armored target with an armor value higher than 3. However, clashes made with unarmed cannot be ignored, and MUST be resolved via evasion or a counter-attack.
Silent, Undetectable, Nonlethal, Assassin

Basic Equipment: Low Rent Tools for the Amateur Operator

S/W Beesting Revolver ($1000)
CAP: 4 | DAM: 4 | RNG: 8 | Short | Bullet

The Snort and Whinny Beesting is perhaps the iconic handgun of the modern era. Initially produced for police forces and home defense, the Beesting rapidly gained a following as a low-cost tool for Skettihops. Despite its less-than-stellar range and its pitiably small clip size, the Beesting packs a tremendous punch for its price; and in an industry where the first shot is often the difference between life and death, that's enough to make it popular

AO Body Armor ($500)
ARM: 5 | Mesh | Torso

Company Standard.

If you need to be told what body armor is, you really shouldn't be in this business.

CHEAPASS ARMOR

Name	ARMOR	MATERIAL	SIZE	$$$$
AO Protection Vest	5	Mesh	Torso	500
ASPF Brown Box	**2**	**Mesh**	**Torso**	**1000**

WEAPONS FOR YOUR BROKE ASS

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$
S/W Beesting	**4**	**4**	**8**	**SRT**	**BUL**		**1000**
Carbon Knuckles	INF	2	1	CMP	MEL	**Weenie Weapon, Nonlethal, Undetectable**	
Cleaning Supplies	**N/A**	**N/A**	**N/A**	**EQP**	**N/A**	**Unique**	**500**
Kapricorn Frontline Blade	INF	3	1	SRT	MEL	Pierce: Mesh	**1500**
Thunderbolt Munitions Hunting Rifle	**1**	**6**	**10**	**LNG**	**BUL**	**Pierce: Mesh**	**1500**
Length of Bike Chain	INF	2	1	CMP	MEL	Unique, Nonlethal, Weenie Weapon	1500
S/W Mayfly	**10**	**2**	**10**	**CMP**	**BUL**		**800**
Shortbow	1	2	8	LNG	ARR	Silent	1500
Slingshot	**1**	**2**	**8**	**CMP**	**THR**	**Silent, Weenie Weapon**	
LunaSea Survival and Combat Knife	INF	2	1	CMP	MEL		1000
LunaSACK (Punkspec)	**INF**	**2**	**1**	**CMP**	**MEL**	**Undetectable, Pierce: Mesh**	**1200**
S/W Wasp-sting	**4**			**SRT**	**BUL**	**Pierce: Mesh**	**2000**

APSF Brown Box ($1000)
ARM: 2 | Mesh | Torso
The end-all and be all of stealth tools since the late 80's, the Cardboard Box has been a longtime standby tool of cartoon characters, mischief makers, and legendary mercenaries for longer than anyone can remember. That's because it's simplistic, but effective: by hiding oneself inside a cardboard box and then standing in an inauspicious location, you can become virtually invisible to the eyes of the inattentive and unfamiliar. Today, leaps and bounds have been made in cardboard box technology, in ways most primitive thieves could have only imagined. By mounting small pleather straps on the inside of the box, it becomes possible to carry it with you even while walking normally; and a small tank-like hatch on the front allows you to retract and extend your neck and head as necessary. Finally, it's like 20% Mesh so it can actually stop a 22 round, and that's badass.

They're...not very durable, though.

While wearing the ASPF Brown Box, you will no longer be noticed should you enter an enemy's sight sense, as long as you didn't move in the previous turn. After the APSF Brown Box has been broken, its effect ceases to apply. The APSF Brown Box may be worn in conjunction with other armors, but only if the other armor has an ARM value equal to or less than that of the APSF brown Box.
Disposable

Carbon Knuckles ($500)
CAP: INF | DAM: 2 | RNG: 1 | Compact | Melee
Knuckledusters have been around for a long-ass time now. For a good chunk of history they were made out of iron or brass, and some people call them "brass knuckles" even today; but most modern knuckle weapons are made of carbon fiber or superhard plastic, so that you can slip em through metal detectors.
Weenie Weapon, Nonlethal, Undetectable

Cleaning Supplies ($500)
Equipment
A rag and a spray bottle of ammonia. Even though it stinks like piss, it removes bloodstains con carne—all your ninjas gotta topdeck this thing.

While Cleaning Supplies is in your inventory, you may expend one action to remove any bloodstain to which you are adjacent.

KPC Frontline Blade ($1000)
CAP: INF | DAM: 3 | RNG: 1 | Short | Melee
This not-quite-pocket- sized gladius sits at an awkward size where it's too long to tuck under your jacket and too short to use against most swordsmen. But it can dig the spines out of lightly armored targets, so most samurai start with one of these.
Pierce: Mesh

TBM Hunting Rifle ($1500)
CAP: 1 | DAM: 6 | RNG: 10 | Long | Bullet
The Thunderbolt Munitions corporation was originally nothing more than a tap-and-tack store on the Atlanta Trail; during the lawlessness of the Second Southern Collapse, Old Man Thunderbolt created his iconic hunting rifle to keep the shop safe. While it was heavy and prone to breaking down, it made a statement that informed the company's philosophy ever since: shoot once, don't miss.
Pierce: Mesh

Length of Bike Chain ($1500)
CAP: INF | DAM: 2 | RNG: 1 | Compact | Melee
You know what this is for. Bike chain is up there with baseball bats and lead pipes as far as iconic street weaponry goes: it's inconspicuous, easy to find, cheap, and above all else, painful. It might not hit as hard as a baseball bat or cut as deep as a blade, but the fact remains: a properly-made bike chain, wielded well, will knock the SHIT outta something.

While you have the Bike Chain equipped, you may spend any number of actions spinning it. For every action you use spinning the bike chain, its damage increases by 1, to a maximum of +4. This number will reset if you spend 1 whole turn without spinning or making an attack with this weapon.

Nonlethal, Weenie Weapon

S/W Mayfly Repeater ($800)
CAP: 10 | DAM: 2 | RNG: 10 | Compact | Bullet
The Snort and Whinny corporation is currently the Firearms imprint responsible for selling the Mayfly, which has been in and out of syndication since the Freeze: with a short effective range and an easily deformable frame, the Mayfly is just as much of an annoyance to shoot, as it is to be shot by. Despite these shortcomings, it has experienced enduring popularity because of its low cost and light weight—it's what most people think of when they hear the words "disposable gun".

Shortbow ($1500)
CAP: 1 | DAM: 2 | RNG: 8 | Long | Arrow

When picking your equipment, you need to think outside the box. You never know what might be useful: case in point, the shortbow. Carbon fiber string, minimal noise, and respectable accuracy. it's good against unarmored targets—rent-a-cops, nudists, that sort of thing.
Silent

Slingshot ($750)
CAP: 1 | DAM: 2 | RNG: 8 | Compact | Thrown

The slingshot is about the simplest ranged weapon there is—even little kids can use it. It doesn't require as much training as a sling, as much upper body strength as a discus or spear, or the dexterity of a firearm. In other words: it's a great weapon for nerds.
Silent, Weenie Weapon

Maybe if you got David's Luck.

LunaSea Survival and Combat Knife mk1 ($1000) CAP: INF | DAM: 2 | RNG: 1 | Compact | Melee

The LunaSea Survival and Combat Knife—or LunaSACK for short—is popular among soldiers and survivalists both for being incredibly durable, and for having this adorable little picture of a dolphin in a hat on the handle.

LunaSACK (Punkspec) ($1500)
CAP: INF | DAM: 2 | RNG: 1 | Compact | Melee

The simplistic nature of the LunaSACK has lead to a number of unofficial variations—the most popular of which is a superhardened plastic blade with a cufflink-style sheath/hilt combo—which allows the weapon to be hidden from view.
Undetectable, Pierce: Mesh

S/W Wasp-Sting Revolver ($2000)
CAP: 4 | DAM: 4 | RNG: 8 | Short | Bullet

While it never saw the fame of the original, the Beesting's offshoot design—the Wasp-Sting—is sought by professionals and collectors: it's chambered for centerfire rounds, giving it a slight damage advantage over the beesting.
Pierce: Mesh

Good Guns: Balanced Ballistics for an Experienced Operator

Explodes on misfire.

Black Stallion AR ($25000)
CAP: 30 | DAM: 4 | RNG: 15 | Long | Bullet

The Black Stallion AR-3 is a popular design for Company fixers, and having one is a status symbol. The only guys licensed to print it are Long/Thicke and its subsidiaries. If you ever find one in your hands, it either got lifted off a truck or off a corpse. It's prized for its versatility, range, and stopping power, but it's overengineered to shit: it's got two different gas exchange systems and a unique battery-powered magnetic attachment rail. These make it difficult—if not impossible—for most amateur-hour gunmen to maintain it. Very much by design.
Automatic 2

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$$
Black Stallion AR	30	4	15	LNG	BUL	Automatic 2	25000
S/W Cranefly Autopistol	**30**	**2**	**12**	**CMP**	**BUL**	**Automatic 3; Undetectable; Pierce: Mesh**	**8500**
S/W Mosquito Hawk	24	2	10	CMP	BUL	Automatic 3, Targeting Software 3, Pierce: Mesh	12500
S/W NMH .44 Revolving Revolver	**32**	**6**	**12**	**SRT**	**BUL**	**Limited Use 1, Dead Giveaway**	**42500**
Kessler Munitions OM2	30	3	10	LNG	BUL	Automatic 4	15000
S/W Selleck Magnum	**4**	**6**	**12**	**SRT**	**BUL**	**Pierce: Ceramic, Recoil 4**	**22500**
UA Splitfoot SMG	30	1	15	SRT	BUL	Automatic 5	10000
TSD Windstorm	**30**	**2**	**8**	**SRT**	**BUL**	**Automatic 5**	**12500**
UA Wunderpistol	10	2	10	SRT	BUL	Targeting Software	5000
TBM XpRs-01 Expressway	**16**	**5**	**10**	**LNG**	**WHD**	**Automatic 2, Blast 1, Recoil 4**	**38000**

Took a headshot from one of these. Killed me. 10/10

S/W Cranefly Autopistol ($10000)
CAP: 30 | DAM: 2 | RNG: 12 | Compact | Bullet

While the Mayfly is a notorious piece of shit that people only buy in the absence of anything else, its sequel—the Cranefly—actually earned a following. This little plastic fantastic features a 3-round burst and an integrated compensator. It's an intimidating and stylishj little sidearm..
Automatic 3, Undetectable, Pierce: Mesh

S/W Mosquito Hawk ($12500)
CAP: 24 | DAM: 2 | RNG: 10 | Compact | Bullet

Though the Mosquito Hawk isn't "rare" per se, it is unpopular. It's a modified Cranefly which most professional mercs would sneer at: it can't fit a standard S/W handgun mag, its targeting computer cuts a few centimeters off the barrel length, and it can be picked up by metal detectors. The only people who really use it are Jackies with low self-confidence and cricket-meat Kyucis; but hey, maybe you got one of those on your crew. It takes all sorts.
Automatic 3, Targeting Software, Pierce: Mesh

Nassau NMH .44 Revolving Revolver ($45000)
CAP: 32 | DAM: 6 | RNG: 12 | Short | Bullet

In the original Onyx Age, the rise of the Longcoats and their imitators meant people wanted revolvers—and flashy two-bit showponies. The New Model High-Capacity Revolving Revolver was designed to be as outstanding and expensive as possible: it's a modified Selleck with an 11-inch fluted barrel and a cylinder made to hold a ring of moon clips, which are themselves rotated and switched out as part of the revolver's action. It's dangerously distinctive, uncomfortably burdensome, only halfway effective—and was almost immediately immortalized for its sheer audacity. The NMH44 is iconic in gunslinger culture even to this day; and what's worse, people have gotten good at it.
Dead Giveaway, Limited-use 1

Inefficient; unsustainable; obvious

counterpoint big shoot

KSM OM2 ($15000)
CAP: 30 | DAM: 3 | RNG: 10 | Long | Bullet

The Kessler Munitions Ottomurder 2 is the RSNM's iconic assault rifle, for good reason: it's an easy kill and an easy fix: it's got a 29CM ported barrel, a replaceable wooden grip, your choice of "hold down the trigger" or "don't", and exactly 2 moving parts on the whole thing. As long as you take basic care—clean it at least once, don't leave it in sulphureous lakes for longer than 2 hours at a time—these babies will live longer than you do.
Automatic 4

S/W Selleck-Pattern Magnum Revolver ($20000)
CAP: 4 | DAM: 6 | RNG: 12 | Short | Bullet

4 chambers, 2 triggers, 314 good ideas. The Selleck .314, also known as the Goodwill Gun by lovers of vaguely old-timey slang, was Swhinny's first attempt at a weapon that was usable by all species. It's a thing of beauty—18 CM Barrel, titanium alloy cylinder, unique dual-trigger mechanism for fingers as small as a child's or as large as a horse's—but its weight and heft make it difficult to re-adjust and impractical in CQC. Thus, it was never officially adopted by any standing army; but it remains popular among cowboys and big game hunters.
Pierce: Ceramic, Recoil 4

UA Splitfoot Submachine Gun ($12000)
CAP: 30 | DAM: 1 | RNG: 15 | Short | Bullet

The Uberarms Splitfoot Submachine Gun is a parabellum weapon for the new century, much like every century before it: this is yet another iteration of that one gun the Germans won't stop making. It weighs 2.5 kilograms fully loaded, it costs 8 ½ CDs to make, it breaks if it gets too cold or if it's Tuesday, and it's used in 285 different countries.
Automatic 5

TSD Windstorm Submachine Gun ($12000)
CAP: 20 | DAM: 2 | RNG: 8 | Short | Bullet

The popularly reproduced idea that submachine guns have a higher rate of fire than other firearms is a complete and utter fabrication. Twin Suns Designs, however, does not appear to know this. Enter the Windstorm SMG: with a pair of reciprocal barrels and a unique twin-railed magazine, the Windstorm is capable of producing an obscene amount of fire over a short period—making it an excellent choice for lightly- armored targets, or softening up heavier ones.
Automatic 5

UA Wunderpistol ($5000)
CAP: 10 | DAM: 2 | RNG: 10 | Short | Bullet

The idea was simple: with the power of computers, Uberarms would create a pistol that could aim and fire itself. This the UA Wunderpistol, which almost instantly acquired a bitter legacy: shunned by sport shooters and by the military for its low range and firepower, the Wunderpistol was almost exclusively used by spree shooters and serial killers. While it was officially discontinued, imitations and refits are common among gangs, and toonpunks use them as holdout weapons..
Targeting Software

RIP Lancer Never 4get

TBM XpRs-01 "Expressway" Rifle ($50000)
CAP: 16 | DAM: 5 | RNG: 10 | Long | Warhead

The XpRs—Explosive Rifle Series 01 was developed for use against klastu fuglies exhibiting swarm behavior—in other words, swamp zombies. This double-barreled beast of a boomstick fires 60 high- explosive self-propelled warheads a minute with minimal barrel wear. Unlike a shoulder-mounted launcher, it has a swissed-up barrel right in front of the firing action to disperse the backblast—which gives it a heavy recoil. It also weighs 11 kg fully loaded; so be careful or it'll break your arms.
Automatic 2, Blast 1, Recoil 4

Getting SAssy: Silent Arms for Secret Agents

Blackjack ($7500)
CAP: INF | DAM: 2 | RNG: 1 | Short | Melee

Not to be confused with the augment or card game or horse of the same name. This is a nonlethal weapon, favored by thieves and rogues for as long as there have *been* thieves and rogues. You might ask yourself, "Why am I paying seven grand for a pipe wrapped in some rubber"? Why else—quality rubber!

Use of the blackjack does not create bloodstains.
Silent, Undetectable, Assassin 4, Nonlethal

Butter Bomb ($5000)
CAP: 1 | DAM: 0 | RNG: 10 | Compact | Thrown

This spherical pressure-release grenade is loaded with a powerful peanut-based chemical weapon that is known for its ability to render equines, canines, and other mammals stunned, confused, and mute. The psychic trauma of exposure may persist for the rest of the victim's life, so use its power responsibly: it's only for really big missions, or really big sandwiches.

Any enemy hit with this weapon will be unable to sound the alarm or cry for help until they spend a turn detangling themselves.
Blast 2, Limited Use: 1, Idiot-Proof, Disposable, Stackable

This is a hate crime.

OSG Compound Bow ($17500)
CAP: 1 | DAM: 4 | RNG: 12 | Short | Arrow

For those of you who want (most of) the functionality of the longbow without the social stigma that comes from carrying a deadly weapon around, the Olympus Compound Bow is ideal. Made from a unique carbon fiber and created with a multi-hinged design, this little beauty can fold down to backpack size without showing on any metal detectors. While it takes a small hit to maximum distance, most professionals agree it's worth it.
Silent, Undetectable, Assassin

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$$
Blackjack	INF	2	1	SRT	MEL	Silent, Undetectable, Assassin 4, Nonlethal	**7500**
Butter Bomb	**1**	**0**	**10**	**CMP**	**THR**	**Blast 2, Limited Use 1, Idiot-Proof, Disposable, Stackable**	**5000**
OSG Compound Bow	1	4	12	SRT	ARW	Silent, Undetectable, Assassin	17500
Ketamine Belt	**1**	**0**	**1**	**CMP**	**MEL**	**Silent, Undetectable, Assassin 5, Nonlethal, Limited-Use 5, Pierce: Plasteel,**	**10000**
Longbow	1	4	15	LNG	ARW	Silent, Undetectable	12500
LunaSea Operator's pistol	**10**	**4**	**8**	**SRT**	**BUL**	**Suppressed, Undetectable**	**7500**
APSF PB-1 Pneumatic Bolter	4	4	15	LNG	ARW	Silent, Pierce: Mesh	15000
APSF Shinobeast Garrote Wire	**INF**	**0**	**1**	**CMP**	**MEL**	**Assassin 5, Undetectable, Pierce: Plasteel**	**10000**
APSF Shinobeast Wristbow	2	2	7	CMP	ARW	Silent, Undetectable	5000
Densetsu Designs Throwing Blades	**3**	**2**	**8**	**EQP**	**THR**	**Silent, Automatic 3, Bleed 3, Limited-Use 5**	**12500**
Throwing Ax	1	3	10	CMP	THR MEL	Silent, Undetectable, Limited-Use 4	**7500**
Throwing Ax (With a bomb in it)	**1**	**5**	**10**	**CMP**	**THR DHK**	**Limited-Use 4, Blast 1**	**8000**

Ketamine Belt ($15000)
CAP: 1 | DAM: 0 | RNG: 1 | Compact | Melee

According to an Electric Eye survey in 2906, 72% of us here in the field prefer not to kill their targets: not only does it leave bodies to clean up, it also leaves you with an awful lot of guilt to deal with. Regardless of whether or not you self-identify as a bloodthirsty psychopath, it is occasionally necessary to leave a target disabled, but alive; so many professionals carry a belt of ketamine—horse tranquilizer—needles underneath their armor. This fast-acting, non-toxic happy juice leaves your targets unconscious but unharmed.

The Ketamine Belt is ineffective against robotic targets. Its use does not create bloodstains.
Silent, Undetectable, Assassin 5, Pierce: Plasteel, Nonlethal, Limited-use 6

Longbow ($10500)
CAP: 1 | DAM: 4 | RNG: 15 | Long | Arrow

Good news, Robin Hoods: Archery isn't just for jungle island survivors anymore! The longbow has come back in vogue: silent and concealable long-range weapons are invaluable; and as a nifty aside, you can keep some special arrows for messy situations.
Silent, Undetectable

LunaSea Operator's Pistol ($9500)
CAP: 10 | DAM: 4 | RNG: 8 |

While the LunaSea Operator's pistol was originally meant for military use, it became mondo popular with thieves and assassins in no time sharp. Why? Its low recoil, relatively large magazine, and—most of all—its integrated suppressor and plastic frame. It's light as a feather and sharp as a knife.
Undetectable, Suppressed

APSF PB-1 Pneumatic Bolter ($15000)
CAP: 4 | DAM: 4 | RNG: 15 | Long | Arrow

There's nothing worse than turning a corner and finding your dead friend skewered to a wall. Ask the Vietnam II Vets. Trick is, you can't get that effect with regular-ass bows and arrows. What you need is a PB-1, brought to you by the war-criminals- at-large at the Apogee Satana Foundation. Using an electric air compressor, the PB-1 is capable of firing filed-down rebars at near-ballistic velocities. While this doesn't have the *power* of most guns, it is virtually silent *and* has a slight edge over a bow.
Silent, Pierce: Mesh

APSF Shinobi Garrote Wire ($10000)
CAP: INF | DAM: 0 | RNG: 1 | Compact | Melee

While knives and bullets are quick and versatile, any hit man worth his salt will tell you that they have a fatal flaw: they leave a mess, and that's the very kiss of death on a stealth mission. For most professional assassins, there's really only one choice for discreet close-range target elimination: a length of quadruple-twined fiber wire, with two ergonomic grips on either end. While this is absolutely useless in a stand-up fight of any sort, it's a peerless weapon for the sort of person who never gets caught.

The APSF Shinobi Garrote Wire is ineffective against robots. Kills made with this weapon do not create bloodstains.
Assassin 5, Undetectable, Pierce: Plasteel

APSF Shinobi Wristbow ($5000)
CAP: 2 | DAM: 2 | RNG: 7 | Compact | Arrow

Shooting people in the face with arrows is fun. Carrying around a fancy pneumatic rifle that instantly gets you caught by the police is not. For those of you who don't mind a drop in flight speed, the illustrious APSF has released a simple-but-powerful carbon fiber crossbow gauntlet, which can be mounted on the wrist and used to deploy arrows at close to medium range. It's an ideal weapon for infiltrators wary of metal detectors.
Silent, Undetectable

Densetsu Designs Throwing Blades ($12500)
CAP: 3 | DAM: 2 | RNG: 8 | Equipment | Thrown

Historically, metal stars have had two uses: a badge of public office in some parts of Jamerica, and deadly throwing weapons in some parts of Japan. Then, on one fateful day, as part of their ill-fated Western outreach program, Densetsu Designs wed the two. The Tinstar Shuriken is a gaudy-looking badge of the law, which doubles as a super-painful throwing knife—it's excellent against unsuspecting targets, and you can do some pretty insane trickshots with these things if you get good at them.

The Densetsu Designs Throwing Blades do not suffer multi-target penalties. Each shot in the automatic burst may target a different enemy.
Silent, Automatic 3, Bleed 3, Limited-use 5, Geddit

Throwing Ax ($7500)
CAP: 1 | DAM: 3 | RNG: 10 | Compact | Thrown, Melee

Now, the first thing you're probably wondering is whether or not "throwing ax" is a codename for something, like a missile system or a machine gun or something. It is not. The one advertised here is a small throwing axe—one of the kinds that were often used by pre-industrial warriors. You might think this is some useless niche weapon, but that's wrong: It's niche, yeah, and it strays a little towards the impractical, but it's far from useless! See, getting shot at really hurts, but it's also really commonplace; but if you see somebody get an axe stuck in their forehead, that's when people start filling their pants.

Whenever you make a kill with a Tomahawk, all enemies with a line of sight to the target suffer a Fear 4/4 effect. Tomahawks may be recovered from the bodies of their victims, if you can hassle the GM into keeping track of where they are.

Darn scary.

The Throwing Ax may be used to make melee attacks. It is treated like a weapon with the **melee** type, and these attacks impose no capacity cost.
Silent, Undetectable, Limited-Use: 4, Geddit

Throwing Ax (With a bomb in it) ($8000)
CAP: 1 | DAM: 5 | RNG: 10 | Compact | Thrown, Doohickey

And once the C5 charge inside the axehead explodes, all bets are fucking off.
Limited-Use: 4, Blast 1

Overcompensating: Shotguns, Machine Guns, Launchers

TBM Assault Shotgun ($28000)
CAP: 12 | DAM: 4 | RNG: 10 | Long | Bullet

This was the only weapon that Thunderbolt ever developed for exclusive police and military use, and it's famous all around local space for its bizarre design: the default magazine is shaped like a letter Z and the magwell feeds into the firing mechanism at a 25 degree angle; most owners will get a replacement more or less immediately. The question of "why" (repeated to speaker's taste) has never been answered. It was a practical joke, some kind of fraud scheme, or a hideous misunderstanding of the blueprint phase that somehow made it all the way to production. But hey, it shoots straight.
Shotgun 2, Automatic 2

Sold 1 of these 2 Iggy Right b4 our wedding!

KSM Barnburner ($45000)
CAP: 12 | DAM: 6 | RNG: 9 | Long | Chemical

After winning the secession war, the RSNM's state weapons foundry, Kessler Munitions, continued developing their proprietary incinerator technology—specifically for use in its pit cities as part of the ultranationalist "bug hunt" initiative. But don't let that dark history taint what is otherwise an amazing implement for lighting people on fire.
Cone 3, Burn 6

Wow! Look at all this stuff! **There's even more on page 77!**

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$$
TBM Assault Shotgun	12	4	10	LNG	BUL	Shotgun 2, Automatic 2	28000
KSM Barnburner	**12**	**6**	**9**	**LNG**	**CHM**	**Cone 3, Burn 6**	**45000**
TBM Big Dog	4	5	6	LNG	BUL	Complex 2, Shotgun 3, Pierce: Mesh	24000
KSM Boomstick	**1**	**10**	**15**	**LNG**	**WHD**	**Blast 4, Disposable, Limited-use 1, Pierce: Mesh**	**9500**
S/W B.A.D.A.S.S.	6	4	8	SRT	BUL	Unique, Recoil 4	25000
KSM Flamespitter	**5**	**3**	**6**	**SRT**	**CHM**	**Burn 5, Cone 2**	**15500**
Moloch Fragnet	20	N/A	15	SRT	WHD	Unique, Limited-use 1, Disposable, Pierce: Plasteel	18000
KSM GL41 Grenade Launcher	**4**	**0**	**20**	**LRG**	**WHD**	**Unique**	**25000**
TSD Hurricane	120	1	15	LNG	BUL	Automatic 20, Heavy, Slowloader 6	25000
TBM Killswitch-20	**5**	**4**	**4**	**LNG**	**BUL**	**Shotgun 3, Pierce: Mesh**	**11000**
TBM Large Explosive Weapons Device	1	10	15	LNG	WHD	Blast 3, Limited-use 2, Pierce: Ceramic, Slowloader 4,	50000
KSM Lariat Shotgun	**2**	**6**	**5**	**LNG**	**BUL**	**Shotgun 4, Complex 4**	**22500**
TBM Mackdaddy	1	6	15	LNG	BUL	Complex Action 2, Recoil 2, Pierce: Ceramic	25000

TBM Big Dog ($24000)
CAP: 4 | DAM: 5 | RNG: 6 | Long | Bullet

The Big Dog was Thunderbolt's first shotgun, distinguished not only by its excellence in its field, but by the unholy hybrid of pump and bolt action hanging on its barrel: the otherwise normal grip has two different stems sticking off it, one facing directly downwards and one at a 35-degree angle. For some reason—dead and buried with its creator—these stems can rotate around the grip, so that both left and right-handed users can be perplexed by its presence.
Complex 2, Shotgun 3, Pierce: Mesh

KSM Boomstick ($9500)
CAP: 1 | DAM: 10 | RNG: 15 | Long | Warhead

Sometimes, not even grenades can satisfy your explosive needs. Sometimes, the only way to properly blow something up is to take a grenade, wrap it in a bunch of lead and black powder, and then affix the entire apparatus to a short-burning rocket. Initially produced during the secession war as a response to American marine units, the Kessler Boomstick has since become an iconic weapon of insurgents, radicals, and ornery old people the world-over! If you really, really, want a significantly large group of people dead, this is your gun.
Blast 4, Disposable, Limited Use: 1, Pierce: Mesh

S/W Break-Action-Damage-Augmenting-Superior-Sidearm ($25000)
CAP: 6 | DAM: 4 | RNG: 8 | Short | Bullet

Fire w/ both hands if u like ur bones

Ooooh baby. If you want to talk about a gun for collectors, this one's the daddy of them all: the S/W Break-action-you-know-the-rest is the ultimate museum piece, for practical and historical reasons: it the very last gun Papa Pushyuu put into syndication, and this little beauty was designed with built-in ink tech years ahead of its time. The long and short of it is that this unassuming six-shooter features a unique firing system which can "charge" bullets by using a low-intensity matter accumulator to gradually increase the bullets' density.

While you have the Snort and Whinny Break-Action-Damage-Augmenting-Superior-Sidearm equipped, you may spend any number of actions twirling it in your grip. For every action spent doing this, the damage of every bullet left in the clip increases by 1, up to a maximum of 10. Only actions spent spinning the revolver **after** a given combat encounter has begun count towards this; and anything revolver-twirling before combat begins does not increase your damage.
Recoil 4

KSM Flamespitter ($15500)
CAP: 5 | DAM: 3 | RNG: 6 | Short | Chemical

In the Manhattan riots, before the RSNM had even declared formal secession, the Kessler foundation on Long Island was already slamming these things out by the dozen. Back in those days they were such a big part of the rioters' armaments that they got nicknamed "the bacon busters". In the original design, the napalm container was carried under your armpit while you used a shield in your off-hand; these days they just armor the container and let you keep the hand free. These little babies are quick to draw, light in the hand, and sharp in the tooth.
Burn 5, Cone 2

Moloch Fragnet Launcher ($18000)
CAP: 20 | DAM: N/A | RNG: 15| Short | Warhead

The Fragnet Launcher is one of the most horrible things ever made: a weapon that is capable not only of reducing men to smears in the space of seconds, but does so just slowly enough for them to comprehend the horror of their situation. While it might not look like much, with its simple slingshot-like design, the Fragnet launcher is actually quite advanced. It fires a number of spiked explosive charges leashed together with an electromagnetic wire. After being fired, the charges can dig into flesh (and most other materials) with its spines; then the magnetized coil wraps around itself around the victim, and the charges detonate several seconds later. Unfortunately, due to its large charges and complex firing mechanism, a Fragnet Launcher cannot be reloaded once it's been taken into the field: and while it's cheap and easy to make, it's banned in basically every country with laws. Maybe something to worry about if you ever make it to decent places.

When firing a Fragnet Launcher, the user may specify how much ammo is used to make the shot. Regardless of how many bullets are fired in a single barrage, a Fragnet Launcher is always treated as though it is only making one attack. The damage of this attack is equal to the amount of ammunition expended to make it. The Tartaurous Fragnet Launcher cannot multitarget or multishot.

Limited-use: 1, Disposable, Pierce: Plasteel

Great at parties!

SM GL41 Grenade Launcher ($22000)
CAP: 4 | DAM: 0 | RNG: 20 | Large | Warhead

One of the many unfortunate realities of heavy demolition is that grenades are large, heavy, and generally difficult to throw. For anyone who didn't used to be a semipro baseball pitcher, that means that grenades are of limited use—unless you have a grenade launcher. These devices' only moving parts are a revolving cylinder and a really big spring, so operation is simple: load your black market grenades of choice into the tube, and fire it right into your enemies' fat dumb faces.

The Kessler Munitions GL41 Grenade Launcher does not do any damage on its own, but may load any item with 'grenade' in the name. The GL41 gains the damage and traits of any grenade loaded, keeping its capacity and range. You can load grenades from multiple belts in alternating order if you are so inclined, but the GM will surely loathe you.

TSD Hurricane Machine Gun ($25000)
CAP: 120 | DAM: 1 | RNG: 15 | Long | Bullet

Twin Suns Designs' philosophy that a weapon's quality correlates directly to its shots-per-second. The Hurricane is the epitome of this: it chambers .22 rounds and fires them in such volume that it can beat down armored targets through weight of lead. It is best used against heavily armored immobile targets, or quick lightly armored targets: in ballistic trials against medium targets, it compares poorly to the APL21-01 or the OM2. That being said, it's the most popular support weapon in the world.

Automatic 20, Slowloader 6, Heavy

TBM Killswitch-20 Shotgun ($11000)
CAP: 5 | DAM: 4 | RNG: 4 | Long | Bullet

The Killswitch-20 Hunting Shotgun is a scaled-down version of the TBM Big Dog, initially conceived as a weapon for livestock and farm defense against Klassun ambush predators in the Hellsouth; but it soon became a hit with everyone who needed a shotgun, and also needed their shoulders. It's probably the most sensibly designed gun on the Thunderbolt line: with a normal pump action and a normal trigger mechanism, its only offensive idiosyncrasy is its dissimilar over-under barrels: the top barrel holds 3 shells, the bottom barrel holds 1.

Shotgun 3, Pierce: Mesh

Great for CQC!

TBM Large Explosive Weapon Device ($58000)
CAP: 1 | DAM: 10 | RNG: 15 | Long | Warhead

While coasting by on a steady diet of boom tubes and poprocks might be good for a casual explosives expert, a serious guy facing serious threats will, sooner or later, have to blow up a tank, or a chopper; and when that day comes, nothing in the world is better than a missile launcher. Yeah, you know, a full-blown missile launcher: self-guided rockets, some kind of targeting system that goes beep-beep-beep, and about 8 pounds of high explosives with every trigger pull. If you're going on a superheavy job, one of these babies is just about essential. The trick is actually getting your hands on one—and then getting to a place you can use it, without getting lit up.

Blast 3, Limited-Use 2, Pierce: Plasteel, Slowloader 4

No minimum arming distance.

Golly geez, there's even more!

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$$
KSM Mortagorium Mk3	**3**	**3**	**5**	**LNG**	**WHD**	**Blast 2, Artillery, Super Long Range, Slowloader 2**	**15000**
KSM Mortagorium Mk5	**3**	**6**	**5**	**LNG**	**WHD**	**Blast 3, Artillery, Super Long Range, Slowloader 3**	**75000**
APSF Pocket Flamer	**1**	**1**	**5**	**CMP**	**CHM**	**Burn 2, Cone 5**	**15000**
Moloch Radcannon	5	10	7	LNG	ENG	Heavy, Radiation, Cone 2, Slowloader 2	115,000
KSM Redstone APL 21-01	**60**	**3**	**15**	**LNG**	**BUL**	**Heavy, Automatic 5, Slowloader 2**	**25000**
S/W Sawed Off	2	5	2	SRT	BUL	Shotgun 5, Automatic 2, Pierce: Mesh, Slowloader 2	12000
S/W Saweder Off	**1**	**5**	**3**	**CMP**	**BUL**	**Undetectable, Shotgun 3, Slowloader 2**	**10000**
KBT-Z SGA Shotgun	1	5	5	LNG	BUL	Shotgun 2, Burn 3, Cone 2, Blast 1, Pierce: Ceramic, Slowloader 4	20500
APSF Shultz Wristgun	**1**	**4**	**4**	**CMP**	**BUL**	**Pierce: Plasteel, Slowloader 2**	**12500**
KSM Thunderball Launcher	1	4	12	SRT	WHD	Blast 1	15000
KSM Vesuvius Launcher	**3**	**5**	**12**	**LNG**	**WHD**	**Complex 4, Blast 1, Automatic 3, Pierce: Ceramic**	**52000**

BAH GAWD

KSM Lariat Shotgun ($22500)
CAP: 2 | DAM: 6 | RNG: 5 | Long | Bullet
This simple over-under coachgun is, despite looking like the product of a bygone era, one of the most dangerous shotguns on the market: the Lariat was developed by the RSNM's "Hangman" paramilitary unit for close engagements, with the specific expectation that it would usually be chambering AP rounds. Over the years, there emerged a tradition of painting ostentatious designs on the barrel with reflective paint, but accounts of anyone being actually blinded by these are dubious at best.
Shotgun 4, Complex 4

TBM Mackdaddy ($25000)
CAP: 1 | DAM: 6 | RNG: 15 | Long | Bullet

Some people will tell you the reason that nobody else makes lever action rifles is because they're inefficient, they can't compete with automatic weapons, that they're unsteady or inconvenient. Wrong! The real reason nobody makes them anymore is because the lever action rifle has been perfect since the 1800s, and the Thunderbolt Mackdaddy is perfect with a cherry on top: it shoots straight, it hits hard, and the sound of it chluk-ing a round into place has brought men to orgasm.

Complex Action 2, Recoil 2, Pierce: Ceramic

KSM Mortagorium Mk 3 ($15000)
CAP: 3 | DAM: 3 | RNG: 5 | Long | Warhead

The best weapons against a numerically superior force are surprise, shock, and awe. Fortunately for guerillas the solar system over—and a few lucky Skatcher punks—the Kessler Munitions Mortagorium 3 provides all of them in equal measure. While it's not the most powerful artillery piece on the market, it's easy to get and to use; all you really need is a spotter and a place to stand. It's perfect for softening up hardened positions.
Blast 2, Artillery, Super Long Range, Slowloader 2

KSM Mortagorium Mk 5 ($75000)
CAP: 3 | DAM: 6 | RNG: 5 | Long | Warhead
The Mortagorium Mk 5 Mortar Launcher is a military-grade artillery weapon. It fires bombshells over massive distances and devastates anything caught in the fire. Let's get this real clear: if you are using this gun, you have completely failed to understand the meaning of subtlety, you have failed reach your goals with any kind of skill, you lack any criminal acumen, and you are otherwise goofy. Godspeed.
Super Long Range, Blast 3, Artillery, Slowloader 2

APSF Pocket Flamer ($15000)
CAP: 1 | DAM: 1 | RNG: 5 | Compact | Chemical
This little baby isn't much to look at, which is really the point. While on the surface it appears to be a halfway-functional watch, it's actually a single-use wrist-mounted flamethrower, which can discharge a small (but effective) gout of napalm. The ammo packets for this thing are so small you can easily carry six or seven inside your ears and nostrils.
Burn 2, Cone 5

Using this DOES send u 2 Hell

Moloch Radcannon ($115000)
CAP: 5 | DAM: 10 | RNG: 7 | Long | Ener gy
Synonymous with cruelty, horror, and the all-consuming wickedness of which people are capable, the Moloch Radcannon uses a combination of directed microwaves and EM spinerettes to create a uniquely deadly weapon. It's capable of bathing a small area in lethal doses of microwave radiation—which causes plants to combust, tile to scorch, and flesh to slough right off the bone . The Radcannon was exclusively employed by American forces during the 2nd Vietnam war, and soon after banned by the Geneva Convention. Which would be real great for us, if those applied to Company men.
Heavy, Radiation, Cone 2, Slowloader 2

KSM Redstone APL 21-01 ($25000)
CAP: 60 | DAM: 3 | RNG: 15 | Long | Bullet

The KSM Redstone APL was the first automatic rifle to come out of the Manhattan Kessler Foundry, and it quickly became emblematic of the revolution. With its talon-like tripod and flanged barrel it cuts a dashing silhouette; its box magazine is one of the easiest swaps on the market; and it features an integrated cooling system that can be hooked up to a hose or water tank—used properly, it'll almost never overheat. All this, plus its low price point, make it one of the most popular support weapons in the world—and one of the RSNM's primary exports even to this day.

Heavy, Automatic 5, Slowloader 2

S/W Sawed-off Shotgun ($12000)
CAP: 2 | DAM: 5 | RNG: 2 | Short | Bullet

Imagine this for a moment: you're bebopping around Ottawa town just lookin for trouble one day, and all of a sudden you realize your shotgun has too many ammunition and not enough killing. You don't want a weak little boomstick like the cops use, you want a real man's shotgun—something so loud and so strong that you'll break your wrist just firing it, and everyone within three blocks will know you did it! If you've ever had a thought like that before, you're in luck: with this monolimbic leadspitter, you can pump your enemies full of so much shotshell that, if they survive, they'll be shitting shrapnel for weeks. Just make sure you don't miss—you only get one shot per load!
Shotgun 5, Automatic 2, Pierce: Mesh, Slowloader 2

S/W Saweder-Off Shotgun ($10000)
CAP: 1 | DAM: 5 | RNG: 3 | Compact | Bullet
Yeah ya know it's basically the Sawed-off only shorter and shittier.
Shotgun 3, Undetectable, Slowloader

KBT-Z SGA Shotgun ($20500)
CAP: 1 | DAM: 5 | RNG: 5 | Long | Bullet

Though this gun was made by the Japanese, it is mostly infamous these days as the Thép Mới's shotgun of choice. During the second Vietnam war, the GI's nicknamed it "Charlie's Broomstick". This is a single-shot 10-gage shotgun with a wide mouth, designed to load special overstuffed shotshells; and on top of this, it used a simple application of then-nascent energy weapons technology to set each pellet on fire as they were discharged. One shot from this gun can burn down a house or slaughter tight formations. Using several of these at once, the Thép Mới would bum-rush infantry formations and finish the survivors with their bare hands. Though it never sees use with police or armies, it's widely beloved by mafia, terrorists, and Southerners.
Shotgun 2, Burn 3, Cone 2, Blast 1, Slow-load 4, Pierce: Ceramic

Leaves neither the gun nor the cannoli.

APSF Schultz Wristgun ($12500)
CAP: 1 | DAM: 4 | RNG: 4 | Compact | Bullet

Have you ever felt the overwhelming need to shoot someone with a really big gun, while also being in a position where you can't easily hold one? Don't lie, of course you have; and the mad geniuses at APSF have you covered. The Shultz-Pattern Wristgun is an easily-concealed rail-pistol, which can launch a recoilless shot ball at extreme velocity.

Unfortunately, it only holds one round, takes ages to reload, and isn't rifled—in most cases you'd be better off just stabbing the guy. It's thusly suitable only for one thing: pretending to shake a guy's hand, and then shooting him in the head instead.
Pierce: Plasteel, Slowloader 2, Undetectable

KSM Thunderball Launcher ($15000)
CAP: 1 | DAM: 4 | RNG: 12 | Short | Warhead

The subtle approach is usually the best approach. But in those all-too-common circumstances where you just can't keep a low profile, judicious use of high explosives may be in order. In the absence of more powerful ordinance, you can always call upon the good old Kessler Thunderball. Ironically, the Thunderball was actually commissioned by the NYPD and intended for police use; but after Winnifred Gabagool pledged her allegiance to the separatists, they wound up on the other side of the shield wall. Without the original Thunderball run, the RSNM wouldn't exist today; and all non-pacifist citizens are required by law to keep one in their homes in case of American invasion. Its small rimfire grenades only have enough blast power to kill the weakest of opponents; but it's easy to use, highly effective in large numbers, and has a good range.
Blast 1

KSM Vesuvius Grenade Launcher ($52000)
CAP: 3 | DAM: 5 | RNG: 12 | Long | Warhead

As the RSNM Partisans lost Staten Island, they engaged their brutal scorched earth campaign, which ultimately made it unusable as an American beachhead. The Partisans' dumbfire rocket launchers—which would later become the Vesuvius Launchers—were made out of old centrifigures, and fired spent shell casings full of garage napalm. Once the RSNM began machining new parts, they quickly improved the rotary launcher design. The modern incarnation uses an honest-to-god crank-action to load and discharge grenades in three-round bursts. Skilled technicians can maintain steady bursts for 9 rounds or even longer.
Complex 4, Blast 1, Automatic 3, Pierce: Ceramic

One Shot, One Kill: Sniper Rifles and Such

KSM Argus Rifle ($22500)
CAP: 4 | DAM: 6 | RNG: 18 | Long | Bullet

During the siege of Manhattan, the Manhattan Militia had to erect a comprehensive defense against naval attack from across the Hudson River. Rather than waste able bodies, they mechanized a large portion of the coastal defenses: though bulky and prone to crashing, these computer-guided marksman rifles were able to secure the Western shore against the JRS company's unmanned forces. These weapons are still in use today, primarily by commandos and toonpunks: they let keyboard warriors provide precise fire at middle-to- long range, so they pair pretty well with your modern shotgun ape.
Heavy, Targeting Software, Pierce: Ceramic

TBM Bullhammer Rifle ($15000)
CAP: 5 | DAM: 6 | RNG: 15 | Long | Bullet
Modern press releases say the Bullhammer and its various sequels and spinoffs were named because they "hit like a bull and a hammer at the same time". This isn't true. It was actually developed to kill Klassre Affronts in the bayou, which at the time usually took the form of big ungulates. However, given how many sapient bovines work in the Hellsouth these days, Thunderbolt marketing said that little piece of trivia had to go under the rug where it couldn't hurt nobody. Not like this gun, which can and still does hurt people pretty regularly: chambered for .44 rounds, it kicks like a power forward on a trampoline; and if you can wrap your head around the turncrank-and-lever reloading action it's got way less downtime than most rifles of its type. Ideal for marksmen.
Recoil 2

UA Cancer Lance ($55000)
CAP: 1 | DAM: 4 | RNG: 30 | Long |Energy
The official name of this weapon is the "High precision lossless energy field generator", but nobody has ever called it that. When Uberarms developed the cancer lance, it was intended to be a nonlethal alternative to sniper rifles for use by SWAT teams: it fires a small burst of high-intensity radiation which, when it passes through an unshielded skull, causes near immediate loss of consciousness in most people. Problem is, it was too expensive for most shoestring pigpens; so the prototype languished in obscurity until New Songhai's "Zebra" unit commissioned a run of 2000 for their own border patrol. Once the communists had it, everyone wanted it; so kalooh kalay, overfunded cop shops all around the world now have a few dozen of these in surplus. Old wisdom is every single Cancer Lance on the streets once passed through a sergeant's hands, so make sure you check yours for bugs when you pick it up.
Radiation, Suppressed, Nonlethal

TBM G30 ($25000)
CAP: 5 | DAM: 6 | RNG: 25 | Long | Bullet
For near on 150 years now, the Thunderbolt G30 has been a standard for Company armsmiths—it's an anti-materiel rifle with superior range and stopping power, capable of doing some truly terrible things to just about anything it's pointed at. It's versatile, accurate, muzzle velocity out to here, and pretty damn cheap for a weapon of its size. It's been in and out of syndication across a few different imprints, since it never reached the patent office: legend says that as soon as the first G30 was out of production, Old Man Thunderbolt took and wandered into the swamp, never to be seen again. All of his work up to that point, he said, was leading up to the gunfight waiting for him there...who or what that might've been against, the rest of us can only ever guess.
Heavy, Pierce: Ceramic, Slowloader 2

It's like Christmas Mornin

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$$
KSM Argus Rifle	**4**	**6**	**18**	**LNG**	**BUL**	**Heavy, Targeting Software, Pierce: Ceramic**	**22500**
TBM Bullhammer Rifle	5	6	15	LNG	BUL	Recoil 2	15000
UA Cancer Lance	**1**	**4**	**30**	**LNG**	**ENG**	**Radiation, Suppressed, Nonlethal**	62000
TBM G30	5	6	25	LNG	BUL	Heavy, Pierce: Ceramic, Slowloader 2	**25000**
TBM Godfinger	**1**	**12**	**15**	**LNG**	**BUL**	**Complex 3, Heavy, Pierce: Plasteel, Recoil 8**	**105000**
SVL Hunting Crossbow	1	6	12	LNG	ARW	Complex 3, Suppressed, Pierce: Plasteel	32000
LunaSea Scout Rifle	**6**	**4**	**15**	**LNG**	**BUL**	**Suppressed**	**17500**
TBM Stratus Rifle	2	9	25	LNG	BUL	Heavy, Pierce: Ceramic, Slowloader 2	75000

TBM Godfinger ($88500)
CAP: 1 | DAM: 12 | RNG: 15 | Long | Bullet

This right here is the biggest rifle that doesn't need a bipod. This was Old Man Thunderbolt's penultimate creation; too heavy for his personal tastes, but a few members of his entourage on the fateful day when they all vanished forever. God only knows what he planned on pointing it at, but whatever it was better watch the fuck out. Buyer beware, this bolt-action beauty has a lot of quirks: it only loads one round at a time, the stock has a honeycombed crumple zone that needs replacement every few dozen shots, and the ejector spits hard enough to brain anyone standing next to you. Assuming you're okay with all that, take this baby to work some time: it's the biggest boom that's less than a meter long.
Complex 2, Heavy, Pierce: Plasteel

SVL Hunting Crossbow ($32000)
CAP: 1 | DAM: 6 | RNG: 12 | Long | Arrow

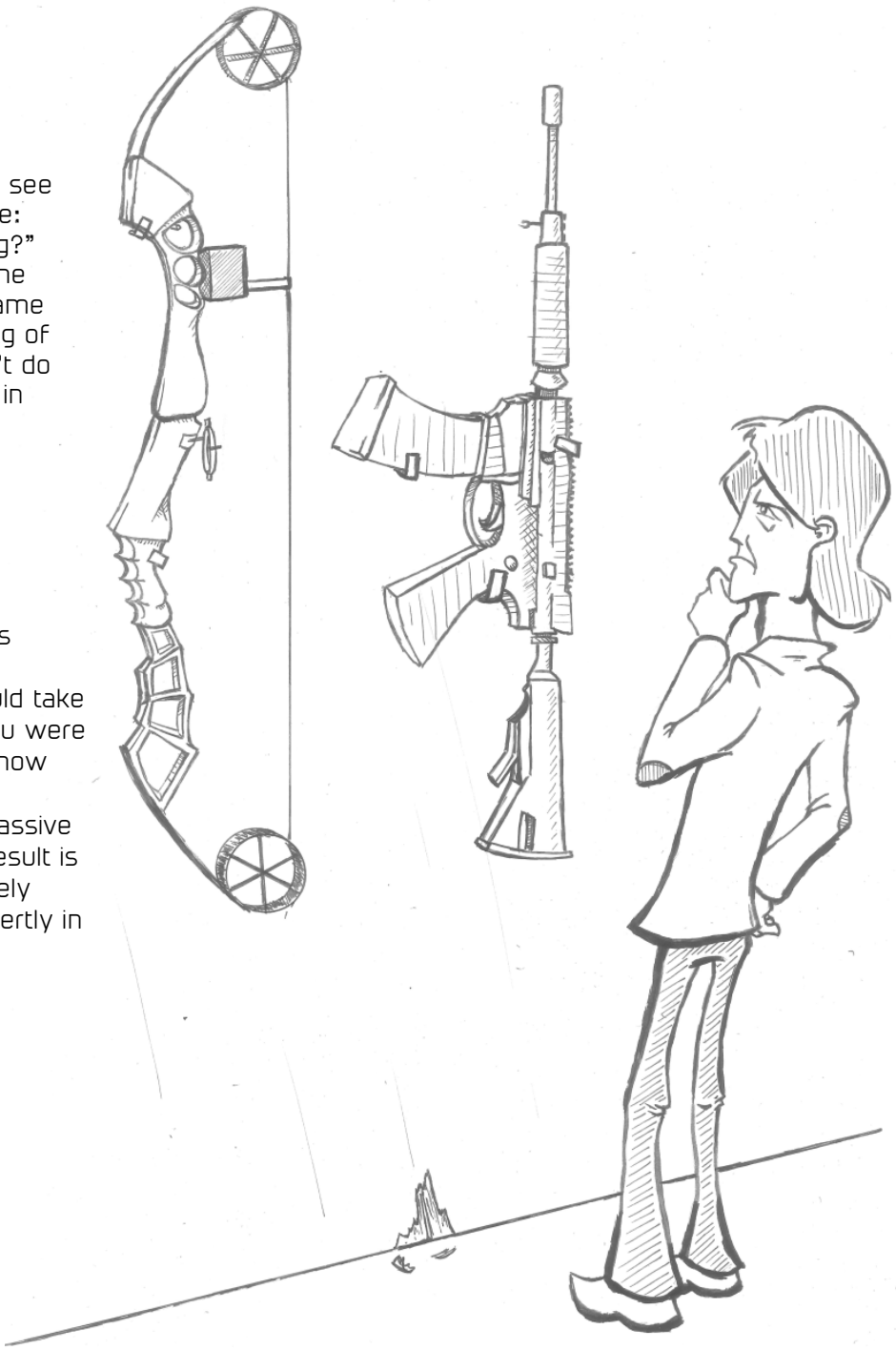
Most people ask the same question when they see Survivalist's Hunting Crossbow for the first time: "What the fuck am I gonna hunt with that thing?" Answer: whatever you want. This mean machine weighs 8 kilograms with an aluminum-alloy frame and a gas-powered winch. You're talking 102 kg of draw force and a 1.5 kg bolt—which, if you can't do the math, adds up to a how's-your-uncle hole in anything that feels like starting trouble.
Complex 3, Suppressed, Pierce: Plasteel

LunaSea Scout Rifle ($17500)
CAP: 6 | DAM: 4 | RNG: 15 | Long | Bullet

While the Thunderbolt company typically claims absolute dominion over long-range weaponry, companies such as LunaSea and Swhinny would take a swing at it from time to time—back when you were still allowed to invent things, mind you. That's how we got the LunaSea Scout Rifle: a .28 caliber centerfire rifle which has been fitted with a massive two-in-one flash and sound suppressor. The result is a bullet that doesn't fly very fast or far, but barely makes any noise at all. To anyone working covertly in an urban area, this is about as good as it gets.
Suppressed

TBM Stratus-class Rifle ($75000)
CAP: 2 | DAM: 9 | RNG: 25 | Long | Bullet

When the Thunderbolt company discontinued their GXX line in the early 2100's, they cited decreased interest in the product. This was, in fact, PR bullshit worthy of a McMahon—the real reason the GXX was continued was because of the freeze starting to take hold on them. After cannibalizing their flagship product, the Thunderbolt company proudly unveiled the Stratus- Class anti-personnel rifle, which most historians understand was actually just a rebranded G34. Today it's a favorite of competition shooters everywhere—because even though it may get kind of bendy after a few hundred shots, it leaves an exit wound the size of a cinderblock.
Heavy, Pierce: Ceramic, Slowloader 3



Swords and Boards: And Tasers, and Spears, and Whips, and...

Moloch Belmont-Pattern Whip ($7500) CAP: INF | DAM: 3 | RNG: 6 | Compact | Melee

This is a whip. It doesn't kill with any sort of efficiency and the only thing it really does is hurt. The only people who've ever had cause to use whips like this are slave drivers, lion tamers, and treasure hunters—all loathsome professions, to be sure. Which of the three you are, I will let you pick for yourself, but understand that I *am* judging you.

Negatively, I should specify.
Undetectable, Nonlethal

As seen on TV!

S/W Blast Shoes ($5000)
CAP: 1 | DAM: N/A | RNG: 1 | Compact | Melee While
Snort and Whinny is primarily known for its firearms; but somehow, for some reason, they ended up picking the template for the Blast Shoe—which has historically underperformed, and is seldom found. It's simple enough—it's a horseshoe with a series of shaped thermal charges in the hobnails. While this is highly impractical and dangerous, the effects cannot be denied: if you punch someone with this, you'll knock their shit in.

When you use make an unarmed attack while the Snort and Whinny Blast Shoes are in your inventory, you may choose to spend one of its uses. If you do, that attack does double damage.
Limited Use: 3

Butterfly Swords ($12500)
CAP: INF | DAM: 4 | RNG: 1 | Compact | Melee
For each of China's many weapons there is a precise task: here are the butterfly knives, meant for the task of slitting people up real good. These blades are thin, wide, and durable—more commonly used for chopping and slashing rather than stabbing, their attacks are fast and the cuts are deep.
Whirlwind 4, Automatic 3 , Bleed 3

Greatsword ($45000)
CAP: INF | DAM: 10 | RNG: 2 | Long | Melee
Throughout history, wherever there were warriors using longswords, there inevitably followed the greatsword: the zweihander, the odachi, the claymore—things that are too big to be called swords; things that are too big, too thick, too heavy, and too rough. These large hunks of iron are hard to carry around and even harder to use; you need great size, strength, and training. The only people who use greatswords today are specialists: enforcers and toonpunks with a flair for the dramatic. Be warned, though: anyone capable of using one, can cleave through your armor (and you) with one swing.

If you make a non-clash attack with the greatsword, and for any reason whatsoever do not damage your target's armor or HP with that attack, you must immediately end your turn; if this happens, your murder skill counts as being 2 points lower than normal for attacks and clashes until the end of your next turn.

Pierce: Plasteel

Does it come in ax?

Snikt!

Continued on page 83

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$$
Moloch Belmont Whip	**INF**	**3**	**6**	**CMP**	**MEL**	**Undetectable, Nonlethal**	**7500**
S/W Blast Shoes	**1**	**N/A**	**1**	**CMP**	**MEL**	**Unique, Limited-use: 3**	**5000**
Butterfly Swords	INF	4	1	CMP	MEL	Whirlwind 4, Automatic 3, Bleed 3	12500
Greatsword	**INF**	**10**	**2**	**LNG**	**MEL**	**Unique, Pierce: Plasteel**	**45000**
Kusarigama	INF	N/A	3	SRT	MEL	Unique, Pierce: Plasteel	26000
KPC Longsword	**INF**	**6**	**1**	**LNG**	**MEL**	**Pierce: Ceramic**	**15000**
Mambele	1	6	6	SRT	MEL THR	Unique, Pierce: Mesh	16000
Nunchaku	**INF**	**4**	**1**	**SRT**	**MEL**	**Unique, Nonlethal**	**12000**
Corptechs PD-2 Cordless Drill	15	3	1	SRT	MEL	Unique, Limited-use 1	12500
Pocket Sand	**1**				**EQP**	**Unique, Limited-use 1, Disposable**	**500**

this is the outside of enough.

I am a ninja
So Let me put this simply
I don't give a shit

Kusarigama ($26000)
CAP: INF | DAM: N/A | RNG: 3 | Short | Melee

For centuries, the art of kusarigamajutsu has captured imaginations: this distinctive blade, ball, and chain can lay low even the most skilled swordsmen. This weapon is versatile—commanding the crushing heft of a weight, the cutting edge of a short scythe, and the speed of a chain. This weapon requires years of practice to properly wield; if you gave one to some random douche on the street, they'd only hurt themselves. But hey…*you* wouldn't buy it if you didn't know how to use it, right?

Against adjacent targets, the Kusarigama does 5 damage with the Pierce: Ceramic trait.

Against targets 3 spaces away, it does 7 damage with the nonlethal trait, but no pierce.

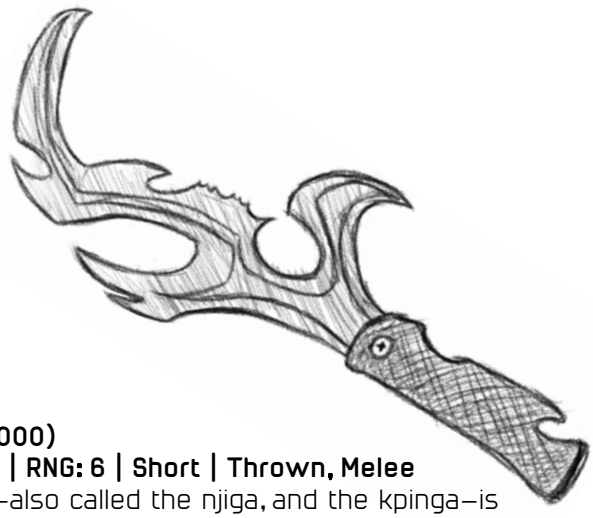
Against targets 2 spaces away, successful hits with the Kusarigama will disarm the target. You may then move them 1 space in any direction. A victim of an attack may roll athletics; if they succeed, they may ignore 1 of these effects, of their choice; if they critically succeed, they may ignore both.

The Kusarigama can only be used to engage clashes if the target is within 2 spaces of you.

Katanas ← Slur jarr

KPC Longsword ($15000)
CAP: INF | DAM: 6 | RNG: 1 | Long | Melee

The Kapricorn company was a success—a bit too much of a success. While Kapricorn expected a healthy demand from soldiers in need of a melee weapon, they didn't anticipate the resurgence of dedicated swordsmen. Colloquially known as "Fucking Idiots", these modern samurai dance with death whenever they take up arms. However, just because a market lacks common sense doesn't mean they lack money; and so, within five years, Kapricorn unveiled a new and improved model of their iconic frontline blade—one that boasts superior weight and strength, all for a nominal 1000% increase in asking price. You might say "That's an absolutely ridiculous business model"; everyone who matters to them is going to say "Ooh, shiny!"
Pierce: Ceramic



Mambele ($16000)
CAP: 1 | DAM: 6 | RNG: 6 | Short | Thrown, Melee

The mambele—also called the njiga, and the kpinga—is a uniquely shaped throwing knife from Africa. Its irregular hooks, curves, and barbs give it a unique profile that can completely wreck your shit if it gets in you; if used in close combat, it can thrust and slash equally well. Sadly, we will never know the true heights that the old masters of this blade once reached: much like everything cool in Africa, it was obliterated in the 1800s by you-know-who.

After making a successful attack, the mambele's user can move adjacent to the victim and remove it from their body at no action cost; this inflicts 3 additional damage. Instead of removing the mambele, the user may instead begin a clash, again at no action cost; in the first round of said clash, they roll 1 additional die. If the mambele is used to attack an adjacent target, its damage is only 3.
Limited-us e 1, Geddit, Piece: Mesh

Nunchacku ($12000)
CAP: INF | DAM: 4 | RNG: 1 | Short | Melee

Let's be honest with ourselves. You might wear a mask, and you might call yourself a street samurai, and you might even be Japanese; but you know, deep down, you're not a real ninja…until you have a pair of nunchaku! Good news, such things are easy to buy. Consisting of two lead weights wrapped in rags and joined by a chain, nunchaku are ridiculously difficult to wield: just being able to use them without hitting yourself is a sign of great prowess. Fortunately for you, you don't need to use them properly: just club the shit outta people!

While you have the nunchaku equipped, you may spend any number of actions spinning them. For every action you use this way, the ir damage increases by 1, to a maximum of 8. This number will reset if you spend one whole turn without spinning or making an attack with the nunchaku.
Nonlethal

I think there's something to be said about the reduction of this proud art to a demographic signifier.
A proper communist should never!
There is: shut up.

CorpTechs PD-2 Cordless Drill ($12500)
CAP: 15 | DAM: 3 | RNG: 1 | Short | Melee
What do you get when you add a gas-powered drill to a copper's orbital cavity? Prime TV, that's what.

This Drill can be used to drill through walls up to 1 space thick; you cannot pass through the hole it leaves; but you can see, hear, and pass small objects through it. It may be used to drill through any locked doors; this makes as much noise as a **suppressed gunshot**, and always takes two actions.

Every time you use the drill to make a successful attack against an armored opponent, its base damage is increased by 3 against that target. If an attack with the drill ever does damage greater than **half** the target's maximum armor, it will **instantly incapacitate** its target. This does not occur if the target does not have an armor score.
Limited Use 1

Pocket Sand! ($500)
Equipment
When some crazy samurai, ninja, or liberal comes at you swinging their swords, fists, or fliers, you can swing something right back: a handful of fine-grade sand. It'll get in their eyes and fuck their shit up!

After taking damage from a weapon that has the **Melee** damage type, you may expend your Pocket Sand! To nullify the effects of the attack. You may not use this to nullify clashes.
Limited Use: 1, Disposable

AO Rogers-Pattern Shield ($20000)
CAP: INF | DAM: 4 | RNG: 1 | Equipment | Melee
In the 2000s, SWAT teams used custom-built tower shields that often took two hands to use; they would serve as the point men for strike teams. The arrival of ink, and then augmentation, put an end to that: in a world dominated by extraordinary abilities, the only sure defense is to get out of the way. The Rogers-pattern Ballistic shield was developed for police use by Atlas Outfitting: lightweight and easy to carry, it makes dodging, offense, and blocking equally viable. But, like all things made for police use, it fits much better in the hands of the people fighting them.

You may spend an action to use the Rogers-Pattern ballistic shield block incoming fire. First, designate a direction. Until the start of your next turn, whenever you are attacked from that direction, make an athletics roll for every shot in the attack. Every time a roll succeeds, deflect a single shot. With a stacking -1 penalty applied for every 7 shots deflected this way. While blocking, you may adjust your facing once at any point, even if it is not your turn, no action cost.

If you fail a deflect roll, your guard will be broken, and you can be damaged normally. If the shield ever takes damage from a source that does 15 or more damage in a single instance, you may make the deflection roll; if it succeeds, deflect the shot as normal; but the shield will shatter, becoming useless until the end of the encounter.

While wielding the Rogers-Pattern Ballistic Shield, you may not use any long weapons, but may use any short or compact weapon, and make clash rolls. You may, if you are so inclined, attack with the Rogers-Pattern ballistic shield as though it were a weapon, without incurring a weapon switch penalty, and ignoring multi-shot or multi-target penalties incurred from other weapons that turn.
Nonlethal

All those who choose to oppose this shield must yield!

Huh I wonder where all the skillcap weapons are							
Name	**CAP**	**DAM**	**RNG**	**SIZ**	**TYP**	**TRAITS**	**$$$$$**
AO Rogers-Pattern Shield	INF	4	1	EQP	MEL	Unique, Nonlethal	20000
KPC Sonic Blade	**6**	**5**	**1**	**LNG**	**MEL**	**Unique, Pierce: Plasteel**	**25000**
Spear	INF	4	3	LNG	THR MEL	Unique, Pierce: Mesh	22000
Urumi	**INF**	**2**	**4**	**LNG**	**MEL**	**Whirlwind 2, Bleed 4**	**14500**
TSD Weedwhackers	INF	2	1	CMP	MEL	Whirlwind 4, Automatic 6, Nonlethal	11000
KPC Zapsticks	**INF**	**4**	**1**	**CMP**	**MEL**	**Nonlethal**	**3500**

ASCO Sonic Blade ($25000) Can't block bullets. I checked.
CAP: 6 | DAM: 5 | RNG: 1 | Long | Melee
You might think that since we've been making them for 3500 years, humans have figured out everything there is to know about swords. Well, you'd be wrong: even in today's cyberpunk nightmare society, people are still finding cool new was to stab people to death. For example: the Asklepios Sonic Blade, a sword with an aluminum blade. It deforms after a few good hits, but here's the rub: a sonic emitter at the base of the blade causes the blade to vibrate at the frequency of your choice. When this blade hits something it's resonating with, the impact causes spiderweb cracks through and rapid structure death—meaning that this bendy and breakable blade can actually pierce nearly every form of armor on the market today.

The icing on the cake is this: when a blade becomes useless, you can eject it from the hilt at a few dozen M/S, and immediately replace it with another one: these blades are sold by the dozen, and packaged in magazines that you carry on your hip. Though this weapon is definitely trickier than some others, mastery makes you a fearsome force.

When you reload the Sonic Blade, instead of reloading normally, you may pick a target within 5 squares of you and make a single attack against them; then reload the weapon as normal. This does not require or consume an attack action.
Pierce: Plasteel

Spear ($22000)
CAP: INF | DAM: 4 | RNG: 3 | Long | Thrown, Melee
What do Jesus Christ, Mick Foley, and Asuka Soryu have in common? That's right: massive penises. But they were ALSO killed by spears: these weapons, whether held in your hands or thrown with all your might, possess great range and thrusting power. Modern spears are made out of plasteel, and fitted with kinetic accumulators to project themselves forward at nearly ballistic speeds. This one comes with a tiny winch attached to your arm, so you can pull it out of your targets. Most of your targets.

Attacks made outside the spear's effective range gain extra effects. Attacks in its first and second range increments do 8 damage with pierce: ceramic; but after doing so, you must spend an action to reload the weapon. Attacks made in the spear's third range increment do 12 damage with Pierce: Plasteel, but you must physically go to target in order to pick it up again.
Pierce: Mesh

Urumi ($14500) Is me : D
CAP: INF | DAM: 2 | RNG: 4 | Long | Melee

This unusual weapon, invented in India and perfected in Sri Lanka, is a series of wiry blades—some as long as a man—connected to a single hilt. It tangentially resembles a Cat O' Nine Tails, but its every swing sends each of its razors cracking with deadly force and an unearthly din. If someone's in the room with you when you pull out one of these babies, they better hope they're right with God.
Whirlwind 2, Cone 2, Bleed 4

Weedwhackers ($11000)
CAP: INF | DAM: 2 | RNG: 1 | Compact | Melee
The real "Weedwhackers" are a trademark of Twin Sun Designs, but they're easy enough to counterfeit. The design is simple; it's a quartet of aluminum stems about 8 CM long and .6 KG heavy, each wrapped in heavy duty rubber and affixed to a small wheel. This wheel is in turn affixed to a gauntlet, and spun at about 15000 RPM. What do all those numbers add up to? Your wrists are now adorned with rotary asskicking implements that can easily powderize someone's testicles or gouge out their eyes or give them a CTE on command, but won't *usually* kill them.
Whirlwind 4, Automatic 6, Nonlethal

KPC Zapsticks ($3500)
CAP: INF | DAM: 4 | RNG: 1 | Compact | Melee
A number of close-combat engagements, particularly those within urban centers, are held with the intention of capturing rather than killing. The Kapricorn Corporation, though they primarily produce swords, is aware of this; so they've put a number of nonlethal melee products to market. The most popular of these is the Zeus-Pattern Stunstick: a club, with two protrusions on either side, which carries a voltage of about seven thousand volts. You yourself might want to invest in acquiring one or two: when wielded in pairs, they can be devastatingly effective.
Nonlethal

Special Guns for Special Moments: Mediguns, Lasers, Holdout Guns

Hashimoto AP2 Atomic Cannon ($25000)
CAP: 1 | DAM: 10 | RNG: 15 | Long | Energy
So sometimes a regular laser can't cut it.

Sometimes you need a cannon the size of a tractor that can punch a hole through a LEETR, the house standing behind it, and the tank parked behind THAT. If you get a laser large enough, it can do that. Well, it can do that as long as you don't mind carrying around all the gear that comes with this baby: a modular tripod and hoverskiff, 2 additional power packs, 1 set of straps, a set of optics, a turbine about the size of a dog, a supercooling system, and a friendly warning siren.
Laser, EMP 2, Heavy, Spin-up 2, Burn 2, Cone 5, Slowloader 4,

gonna try to mod in a "pew" sound

Hashimoto CD-LT Rifle ($7500)
CAP: 20 | DAM: 2 | RNG: 12 | Long | Energy
Hey, ever wanted to be a space marine? With the CD-LT, you *basically* can! This modified LB-1 package comes with a long barrel fulla prisms and an auxiliary charge pack that houses a self-venting energy generation chamber (a really big lightbulb). The end result is this here bona-fide blaster: like all laser weapons, it produces a dull "hum" instead of a satisfying "pew", and the lasers just kinda…appear on the target, instead of flying there in some cool way, but this is the closest you're gonna get.
Laser, Automatic 4

This is a war crime.

Moloch Hand Hwacha ($17500)
CAP: 1 | DAM: 0 | RNG: 8 | Short | Arrow
By now, everyone who's anyone in the pro homicide game has seen a hand crossbow. If you wanna stay ahead of the curve, what you need is a hand *hwacha*: this thing fires whole-ass helix mags full of plasteel bolts, each only 1/10th of a millimeter wide. They'll punch through plastic and ceramic like they were barely even there, and dig deep into your target. They're actually so small that the damage won't be immediate: but in the following seconds, as they breathe and move, the embedded rods will rip through their soft tissue and cause massive internal hemorrhaging. Point this at a group of targets and wait a few minutes. Bring a towel.
Automatic 4, Blast 2, Bleed 6, Pierce: Ceramic

Hashimoto "Headshock" ($7500)
CAP: 10 | DAM: 4 | RNG: 8 | Short | Energy
As it turns out, a super-high-capacity battery can be put to relatively good use: in this case, by powering a low-intensity directional microwave array designed to shock, stun, and disorient opponents, with only prolonged exposure being lethal. While the Headshock pistol was originally intended for Japanese SWAT teams, it found a home among kidnappers and ransom-takers. It's the perfect way to get someone to accompany you under nonstandard circumstances!
Radiation, Nonlethal

So is this.

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$$
Hashimoto AP2 Atomic Cannon	1	10	15	LNG	ENG	Laser, EMP 2, Heavy, Spin-up 2, Burn 2, Cone 5, Slow-loader 4	25000
Hashimoto CD-LT Rifle	**20**	**2**	**12**	**LNG**	**ENG**	**Laser, Automatic 4**	**7500**
Moloch Hand Hwacha	1	0	8	SRT	ARR	Automatic 4, Blast 2, Bleed 6, Pierce: Ceramic	17500
Hashimoto "Headshock"	**10**	**4**	**8**	**SRT**	**ENG**	**Radiation, Nonlethal**	**7500**
Hashimoto "Hotgun"	4	2	4	SRT	ENG	Laser, Burn 2, Shotgun 4	7500
Hashimoto MAGDAR Mk 2	**INF**	**0**	**30**	**SRT**	**DHK**	**Unique, Idiot-Proof**	**5000**
ASG Lasso	INF	0	15	SRT	DHK	Unique	7500
Plunger	**N/A**	**N/A**	**N/A**	**EQP**	**DHK**	**Unique, Limited-use: 1, Disposable**	**250**
Plunger Gun	**N/A**	**N/A**	**N/A**	EQP	DHK	Unique	7500
Hashimoto Spot'n'Spark	**INF**	**4**	**25**	**LNG**	**ENG**	**Laser, Burn 2, Heavy**	**7500**
Squeezebox	8	N/A	0	EQP	N/A	Unique, Blast 5, Heavy, Idiot-proof	7500
DivSys SCS Mk. 1	**3**	**N/A**	**4**	**LNG**	**DHK**	**Unique, Cone 2, Slowloader 4**	**35000**
DivSys SCS Mk. 3	1	N/A	10	LNG	DHK	Unique, Slowloader 2	35000
Hashimoto Waveform Cannon	**INF**	**2**	**16**	**6**	**ENG**	**Laser, Automatic 4, Cone 2, Heavy, Spin-up 2**	**25000**

Hashimoto "Hotgun" Armor Removal Tool ($7500)
CAP: 4 | DAM: 2 | RNG: 4 | Short | Energy
For those of you who like shotguns, but think they'd be better if they were laser-powered and chrome-plated...you're lame. And you should buy this gun cuz it's basically that.
Laser, Burn 2, Shotgun 4

Hashimoto MAGDAR Mk 2 ($5000)
CAP: INF | DAM: 0 | RNG: 30 | Short | Doohickey
Sometimes, the most powerful weapon is the element of surprise. With the Hashimoto MAGDAR, you can easily rob your enemies of that, and avoid walking into a deadly ambush. Consisting of a metal detector, a video screen, and some other whirligigs to make the metal detector work real good, the MAGDAR is capable of detecting metal through clothing and fur. Then it relays the information directly back to you—so you can see who's packing heat, who's got chrome, and who has the time.

When you use the Hashimoto MAGDAR against a character, you are able to see any weapons they are carrying which do not have the **undetectable** trait; and all augments they have installed.
Idiot-Proof

ASG Lasso ($7500)
CAP: INF | DAM: 0 | RNG: 15 | Short | Doohickey
The tradition of New Sport Lasso emerged shortly after inkstuff made it possible to contort rope in ways that physics did not previously allow. Shortly after, the lasso found use as a combat utensil—primarily during SWAT operations, or during kidnapping operations by enterprising operators. While one of these can't exactly stand in for a gun, it certainly has its uses...

When you successfully attack a target with a lasso, move the target a number of squares directly towards you equal to your athletics score. The target may choose to resist if they are so inclined, by making an athletics roll that suffers a -4 penalty for every move action they made on the previous turn. Using the lasso counts as using equipment, and thus does not consume an attack action.

Plunger ($250)
Equipment | Doohickey

It's a plunger. Not like, a fancy plunger that was custom-made with nanomolecular rubber and an experimental carbon-fiber handle or anything. This is just a regular-ass plunger off the hardware store discount rack. You can do some work with this.

You may affix the plunger to the head of a single enemy adjacent to you, who is also wearing a helmet. This **exposes** them and inflicts a -4 penalty to the first attack of their next turn.

You may affix three different plungers to any flat surface, forming an improvised ladder 1 space tall. Any character may then climb this ladder by making a successful athletics roll.

You may use the plunger to unclog a drain.

If used for any reason other than to unclog a drain, plungers are treated as having the traits **Limited-use: 1, Disposable**

Plunger Gun ($7500)
Equipment | Doohickey

Man, it is *fun* bein stupid.

The plunger gun allows you to deploy individual plungers at ranges of up to 12 spaces away from you. Affixing plungers to flat surfaces using the plunger gun requires a hardware roll. Affixing plungers to enemies less than 4 spaces away from you does not require a roll. Affixing plungers to enemies more than 4 spaces away from you requires a murder roll.

Hashimoto "Spot'n'Spark" Sniper ($7500) CAP: INF | DAM: 4 | RNG: 25 | Long | Energy

If you're the sort of marksman who uses laser sights on your weapon, you have no doubt spent at least some length of time imagining that your laser is some kind of long-range blowtorch while going "Prrrrssssht". With the miraculous advances of modern science, those extremely specific fantasies can become an extremely specific reality! With half a meter's worth of magnifying lenses and a cylinder full of turbines, the "Spot'n'spark" produces a laser of truly frightening power and precision.

Laser, Burn 2, Heavy

Squeezebox ($7500)
CAP: 8 | DAM: N/A | RNG: 0 | Equipment

Ah, the squeezebox—the most jovial of all squeezable instruments, narrowly beating out the bagpipes and the Otamatone. It's the perfect thing to play at polkas, romantic getaways in Venice, and at funerals. Anyone who can play it, even in passing, can easily raise a melody of such light spirit that even the most awful terrors will fly before it. Grab a squeezebox and squeeze away!

The Squeezebox completely neutralizes any and all fear effects in its area of effect.

Blast 5, Heavy, Idiot-Proof

DivSys Stem Cell Sprayer (SCS) Mk. 1 ($35000) CAP: 3 | DAM: N/A | RNG: 4 | Long | Doohickey

In the early 2070's, almost a full 7% of surgical complications occurred as the result of improper tissue bonding in the immediate aftermath of augmentation. The results were ghastly: necrosis, gangrene, limb rejection—it was something of an epidemic. This was ultimately solved with a complex piece of medical technology, which is at the same time simple to explain: specially engineered rapid-maturing stem cells inside swarms of nanites, made it possible to create a "Healing gun" that rapidly and (semi)safely regenerated its target's tissue. While current augmentation technology no longer has those issues, Stem Cell sprayers are still featured in in first-aid kits the whole world over.

To use the SCS Mk 1, the owner must use their choice of the Field Medic or Surgery specialty. Upon a successful discharge, all units within the affected area instantly heal to their nearest third.

Cone 2, Slowloader 4

Not a toy.

DivSys SCS Mk. 3.0 ($35000)
CAP: 1 | DMG: N/A | RNG: 10 | Long | Doohickey

After the disastrous release of the Divinity Systems SCS 2.0, the developers took it back to the drawing board and back to basics. After about 10 seconds, it was determined that one of the big problems that the Mk.1 and 2 shared was their imprecision: given that their sprays were practically vaporous, things got very messy and very unsightly very fast. Thus, the decision was made to refine the application method: instead of a big honkin cloud of gas, the 3.0 distributes its stem cells through small globs of nanites, which use special clusters guide themselves around corners and over distances. Reportedly the original design called for a steady beam of medicine, but this was abandoned after the project's head technician was scalded to death by a corporate assassin. So began The Freeze.

To use the SCS Mk 3.0, the owner must use their choice of the Field Medic or Surgery specialty. The Divinity System Stem-Cell Sprayer can target any character in its range to which a trail of any circuitousness can be drawn, so long as it does not pass through solid objects. This always hits its target; the targeted character will instantly heal up to their nearest third.

Slowloader 2

Hashimoto Waveform Cannon ($25000)
CAP: INF | DAM: 2 | RNG: 16 | Long | Energy

Have you ever wanted to shoot everything—and I mean EVERYTHING, no ifs ands or buts—in a general direction with high-intensity laser? Well then, you need Hashimoto's Wave-form Cannon platform—and all of the widgets, wingdings, and doodads that come with it. Just find a pleasant place to camp, set this bad boy up, and get ready to take a shit on every robot, tank, and well-armored door-to-door salesman that comes at you.

Laser, Automatic 4, Cone 2, Heavy, Spin-up 2

Doodles: Graffiti That Gets you Going

Amnesia($25000)
RNG: 5 | IP: 5 | Doodle

Use responsibly.

Observation #24. "Ink is—pending the development of a more accurate term—a "psychokinetic" particle. It is sensitive to human minds; it appears in human minds. In the microseconds between sensory register and memory formation, the hippocampus experiences a rise in ink concentration: mere tenths of a percentile, but without fail. Is this a producsdt or a cause? Could a P-BLLD affect this? What would that do to someone's memory?"

If you cast Amnesia on someone, they will instantly forget the events of the last 5 minutes; unfortunately, this only applies to targets that have not yet engaged in combat. Handle with care.

Armor Strip ($7500)
RNG: 10 | IP: X | Doodle

Experiment Log #19. Today's exercise—the development of a ferrovorous P-BILD—was technically a success. However, its life cannot be extended longer than a few seconds; it will be ineffective as a fire-and-forget weapon, but might be ideal for a more precise purpose. Cave-in rescue, demolitions… the removal of infantry armor?

Spend any amount of IP to illustrate Armor Strip. If it is successfully illustrated, you lose that many IP and the target loses that many points of armor; this cannot affect Shielding or Special Barriers. On an unsuccessful illustration, you lose half that much IP, rounding down; your target is unharmed.

BANG Bamboozle ($15000)
RNG: 10 | IP: 3

Use irresponsibly.

This doodle appears simple, but make no mistake: this is one of the most difficult tricks an artist can learn. An observer will see that your victim pulls the trigger on their favorite weapon, only for a harmless BANG flag to pop out; but only because, in that moment, you condense a complicated ink matte in the barrel of the gun, which must necessarily be at least four tessellating colors and at least eight geometric points. This combination will prove strong enough to capture the gunshot in the BANG bubble— and then drop the inert rounds onto the ground seconds later.

When a victim of this doodle makes an attack using a weapon without the Melee, throwing, or Arrow types, the projectile instead becomes a harmless flag with the word "BANG" written on it—doing no damage and having no effect. After this effect has been triggered, it persists until, but automatically expires at, the beginning of the victim's next turn.

Barrier ($1000)
RNG: 3 | IP: 1 | Doodle

Experiment Log #2. The entities degrade upon exposure to matter or energy, but will self-sustain for a limited time if designed to. After several efforts I was able to create a "barrier"—a translucent impermeable entity that sustained damage in my stead. It did not display a sense of pain, but seemed to be surprised when it realized it was dying.

Choose a character within range (including you). The target gains 5 points of shield. During your turn, you may maintain the shield, restoring it to full strength, for 1 IP.

Hell's Bells, look at these spells!

Name	RNG	IP	$$$$$
Amnesia	5	5	25000
Armor Strip	**10**	**X**	**7500**
Bang Bamboozle	10	3	15000
Barrier	**3**	**1**	**1000**
Chain Lightning	12	3	9500
Combat Focusing	**8**	**2**	**10000**
Contagion	12	3	15000
Erupt	**8**	**4**	**22000**
Ethereal Aegis	0	X	30000
Fake Wall	**8**	**3**	**1000**
Flash Step	N/A	2	8500
Greek Fire	**12**	**3**	**17500**
Haste	8	3	25000

Continued on Page 95

Name	RNG	IP	$$$$$
Hellmouth	20	5	30000
Hemorrhage	**4**	**2**	**12500**
Horrible Image	10	3	12500
Lift	**10**	**2**	**1500**
Line in the Sand	10	2	1000
Obfuscation	**8**	**3**	**9500**
Onomatopoeia	15	1	4500
Parasitize	**6**	**1**	**18500**
Peel	12	1	500

Chain Lightning ($9500)
RNG: 12 | IP: 3 | Doodle

Experiment log #6. The attempt to create a sentient energy field. Overwhelming success: was able to flash-fly several electronics. In smaller amounts it could perhaps power them safely. Across repeated attempts the eyes' behavior modulated slightly, based on how I drew them. Implications shocking.

After Chain Lightning's initial strike, check to see if there are any augmented or robotic enemies within 5 spaces of the initial target. The effects of Chain Lightning apply to them as well. Chain Lightning can transfer any number of times, but can only apply once to any given target.

EMP 1

Combat Focusing ($10000)
RNG: 8 | IP: 2 | Doodle

An artist supplants their ego with the ego of things imagined; art is becoming a conduit for sensations. When you are a great artist, your ideas wear you. Illustrate a warrior, and embrace a little death.

Combat Focusing gives a +3 bonus to all rolls the target makes. This effect ends at the beginning of your next turn, but you may maintain it by paying 1 IP. Combat Focusing does not gain increased power with repeated applications.

Contagion ($15000)
RNG: 12 | IP: 3 | Doodle

The mentor's untimely ascension ended their work—or, at least its intelligibility. Not wanting to follow their example, I have stepped away from the investigation of broader implications and moved towards lesser phenomena. Experiment 1A: the distillation, then dispersal, of hazardous elements.

Choose a single target to center the blast on. Divide the target's **poisoned** equally among all characters in the blast zone; if there is a remainder, assign it to the target, and double it.

Blast 3

Erupt ($22000)
RNG: 8 | IP: 4 | Doodle

Observation #21. Duplicating this is a good final exam: there's plenty of ways to do it—oxygen influx, accelerant dispersal, etc; students need to be creative and clear-headed. If someone can do this, they're strong enough for what comes next...

The target becomes the center of a blast. Extinguish all stacks of the target's burn. For every point of burn extinguished you may give the blast 1 point of damage, OR 1 point of the Blast trait. The target does not take damage from the blast.

Ethereal Aegis ($30000)
RNG: 0 | IP: X | Doodle

Once this was our holy grail: a doodle which, when replicated properly, can catch hundreds of bullets out of the air. This was the moment I surpassed my mentor—my gift to all the rebel artists who succeeds me, and dream to one day surpass me in kind. Good luck to em.

When you illustrate Ethereal Aegis, do not expend any IP. Instead, whenever an ally within the radius is hit by an attack of any kind, ignore the attack and subtract an amount of IP depending on the attack's listed type. Subtract 2 for Warhead-type and Chemical-type weapons, 1 for Bullet-type weapons, and none for throwing or energy-type weapons.

Attacks with none of these types are not blocked. Weapons with multiple types use the highest cost. Each expenditure of IP made this way is treated as an individual doodle, and is subject to effects which would increase or decrease their cost. For every 5 instances blocked this way in a single turn, the IP cost for each kind of projectile increases by 1. So long as you are casting Ethereal Aegis, you may not use or maintain any other doodles. You may cancel Ethereal Aegis at any time, at no action cost.

Blast 5, Spin-up 1

Fake Wall ($1000)
RNG: 8 | IP: 3 | Doodle

Experiment #6. Developing a purpose-built-limited-lifespan-drawing (consider abbreviating) wall turned out to be difficult: the rag paper I use isn't strong enough to sustain the rigors of large-scale ink generation; when drawing the entity, I must note its density in such a way that even though it is opaque, it is also demivaprous—anyone can walk through it, though it stops small things. Investigate further.

When you activate Fake Wall, designate three adjacent squares in range. They now count as a solid wall for purposes of Line-of-Sight and Cover, but as empty space for movement. The fake wall will vanish at the beginning of your next turn; you may maintain it at no action cost by spending 1 IP at the start of each subsequent turn.

Flash Step ($8500)
RNG: N/A | IP: 2 | Doodle

"How artfully brief, the flash-line's life; not party to grief nor crashed upon strife. On the penciler's nape, as the Khan on his steed, it surveys its teaspoon world; then intense in shape, spurs flesh onto deed, red parlays there unfurled. Of this the flash-lines never know; their purpose ends, so they must go."

~"Flashlines", Jeremiah Quimby, 2087.

This doodle does not require a roll to illustrate and may be used at no action cost; you may only use it once per turn. When you use Flash Step, use your Artistry in place of your athletics score for movement speed calculation on any moves you make that turn. Move actions made with Flash Step do not require rolls to traverse difficult terrain. While moving with Flash Step, you do not trigger reaction shots and can move through enemy vision without being seen. However, Flash Steps can only be to tiles you can currently see; you may not angle it around or through walls, windows, or doors.

Force Lock ($7500)
RNG: 3 | IP: 2 | Doodle

The annoying thing about B&E is that the places you really want to be are usually behind locked doors; and when your hacker is too drunk to slice, your ninja can't pick a lock, and the shotgunner is busy spanking it in the corner, your artist can save the day yet again; long as you don't mind a little noise...

This doodle can open a locked or electronically locked door, but not a blast door. Doing so alerts all enemies on the map to your location.

Greek Fire ($17500)
RNG: 12 | IP: 3 | Doodle

"...The phenomenon displays a tangential-at-best relationship with the properties of fire—arresting the actual reaction for a moment without dispersing the energy, it seems to...not "freeze" per se, so much as "delay" the effects of a burn."

-Study of The Mentor's Greek Fire illustration", Prof. Quinn Dwyer

The target does not take damage from burning, but they cannot be extinguished, until the start of their next turn.

Haste ($25000)
RNG: 8 | IP: 3 | Doodle

Observation #18. The augmentation of biological structures with a P-BLLD leads to temporary increase in motor function—but gradual buildup of SMIP in the blood and muscles. Dispersal within 24 hours, but effects currently unknown. Advise using this on someone expendable—maybe like a friend of a friend, or a friend who owes you money.

On their next turn, the target gains an additional whatever action. Only one instance of haste may be cast on any given target at any given time.

Are you kidding?

Hellmouth ($30000)
RNG: 20 | IP: 5 | Doodle

Every hellmouth goes somewhere different. People have such rich imaginations, if only they get the chance to grow them! Even the most boring sod can imagine torments beyond words; when trained well, they can contort these fantasies into weapons of ghastly efficacy.

The spin-up time of Hellmouth is reduced by 2 actions for every ally who uses it at the same time, so long as they are within 5 squares of each other.
Burn 10, Blast 4, Contaminant 3, Spin-up 6

Hemorrhage ($12500)
RNG: 4 | IP: 2 | Doodle

Experiment #37. This entity is more intensive than others. It requires me to be close to the target, and for them to be suffering from multiple lacerations. I need to find some way to jargonize its function; people will laugh if I just say it's a "blood magnet".

Do damage to the target equal to their bleeding; this ignores armor and barriers. Then reduce their bleeding by half, rounded up.

9/10 times it's a self-insert clopfic

Horrible Image ($12500)
RNG: 10 | IP: 3 | Doodle

What awful, profane, unnatural thing is written on this paper? Why does it make people clutch at their eyes and scream "NO, NO, IT'S AWFUL"? How could you be cruel enough to show it to someone?! All questions nobody really cares about in the long run.
Cone 3, Fear 6/6

Lift ($1500)
RNG: 10 | IP: 2 | Doodle

Observation #44. The vertical thrust seems easier for new students to master than the horizontal. They have an easier time coming up with faces to put on it: scissorlifts, thumbtacks, giant springs, that sort of thing. A fine base for applied illustration.

Designate a target within range. The target will be lifted one square into the air. They cannot move or take cover until the beginning of your next turn; they suffer a -2 penalty to any rolls they make as long as they are lifted. You may **maintain** Lift at no action cost by spending 2 IP at the start of each subsequent turn.

Line in the Sand ($1000)
RNG: 8 | IP: 3 | Doodle

Experiment #7. I was able to create another entity which functions as a "Force field": a simple line, with "do not cross" written along its length. Its properties are bizarre. It will stop any ambulatory entity—even remote controlled drones, or animals— but will not stop projectiles. What compels such behavior? Is this simply what is "remembered"?

Designate three adjacent squares on the map: they cannot be moved through, but also cannot be used as cover and do not block line of sight The Line in the Sand will vanish at the beginning of your next turn; you may **maintain** it at no action cost by spending 1 IP at the start of each subsequent turn.

Obfuscation ($9500)
RNG: 3 | IP: 1 | Doodle

An Obfuscation is a difficult doodle to successfully illustrate: it requires the mental gymnastics to not only comprehend, but illustrate, a space which is unobservable; and then to wrap that space around its target. Necessarily—for your own safety—such a thing must be anchored between two visible entities. Or there will be…consequences. DO NOT attempt to look directly at an Obfuscation doodle. DO NOT expose its homepage to direct sunlight. DO NOT Illustrate an Obfuscation entity with 2.4 ml or more in your stomach.

Obfuscation makes one ally untargetable by enemies, so long as they are within two squares of at least two other allies who are not themselves Obfuscated. If they ever fall out of this formation, or if the target attacks an enemy, the effects of Obfuscation will be nullified. Obfuscation does not grant a sneak attack bonus.

Onomatopoeia ($4500)
RNG: 15 | IP: 1

Bang! Pow! Squelch! Shpadoinkle! The power of the onomatopoeia is not merely to capture sound, but to compel attention. Who can resist the temptation of an ominous creeak or the terror of a distant grrrroan? In our golden age we employed such things with reckless abandon, as unconscious of their power as birds of flight's miracle.

The user of the onomatopoeia may cause a sound of their choice to emanate from any location within range. The sound may not be louder than 140 Decibels (Roughly the volume of a jet engine during takeoff), may not last for longer than 18 seconds; and may not be specific words or phrases, but may be indistinct and muffled speech.

Parasitize ($18500)
RNG: 6 | IP: 1 | Doodle

"Obviously you need a diseased mind to use it. Disease is rather the nature of the beast, isn't it? If you are prepared to conceive of another being as a…walking repository for your own vitae, you're a bit off in the head."

-"Modern Artist's Catalogue 2230", Arancita Rossa

Remove all of the target's points of poison; inflict no damage. A character of your choice gains 1 HP per every 2 poison points removed. This may target each character only once per encounter.

Peel ($500)
RNG: 12 | IP: 1 | Doodle

Experiment #1. I have successfully created a phenomena-class entity: it is short-lived, performing a single function before death. In this case the entity affixes itself to the subject, exerts force, and dies. It takes only 3 seconds. I have chosen to manifest the phenomenon as a banana peel, but it could hypothetically be any form—presuming the artist has sufficient knowledge and imagination.

Your opponent must make an athletics roll at a -4 penalty. If they fail, you may move them two squares in any direction. If your target used a move action on their last turn, they may not make a counter roll. If they used 2 move actions on their last turn, they will lose one action on their next turn.

Peel Plus Ultra ($12000)
RNG: 8 | IP: 3 | Doodle

If something is funny once, it's REALLY funny if it happens to a bunch of people at the same time! See: people shitting their pants.

Everyone in the blast radius must make an athletics roll at a -4 penalty. If they fail, you may move them 2 squares in any direction. If the targets used a move action on their last turn they may not make a counter roll. If they used 2 move actions on their last turn, they will lose 1 action on their next turn.

Blast 1

Prescience ($8500)
RNG: 3 | IP: 4 | Doodle

Better than a book.

Do you know all the things you don't know? Well, how would you know? With a Prescience doodle, that's how. With one of these creations, you can not only know what you don't know, but take the things you don't know and make them into things you do know. You know?

You or a targeted character instantly gain 1dX points in the specialty of your choice, where X is your artistry score: this number can be added to extant specialties, but cannot be made to exceed the normal limit of 10 points in a skill. This effect persists indefinitely, though you may only have one instance of Prescience active at a given time.

Radial Barrier ($25000)
RNG: 0 | IP: 5 | Doodle

"One of the ardest tricks in yer bag is doin them same doodle four five times rapit, becaz they's only come out iff yew got tem fot of as diffent tings, wit ter own lil names an sooch. Wot yew need, is a gret imaginashoon an a foyn memory—and an ard up fantomeki."

~"Pencil>Sword", Mary DeGroot, 2076

All characters that end their turn within Radial Barrier's radius gain a SPC barrier worth 5 points. This lasts until the end of the user's next turn.

Barriers conferred this way will not degrade after the end of the user's turn, but will expire immediately if the recipient exits the doodle's radius at any time for any reason. You may maintain this effect, restoring all barriers to full strength, at no action cost by spending 3 IP at the start of each subsequent turn.
Blast 5

Red Ink ($11000)
RNG: 4 | IP: 0 | Doodle

Experiment #38. Human blood has an abnormally high concentration of ink. Its extraction causes rapid scabbing, making it both a first aid tool and a valuable artists' utility.

Remove all of the target's bleeding. Gain 2 IP for each point removed. This does no damage.

Shhhh! ($10000)
RNG: 8 | IP: 2

Noise is dangerous, but silence is deadly. This doodle is the negative-polarity version of the Demon Scream technique: instead of creating a great wave of force and projecting it outwards, this one sucks all sound waves into the user's mouth, where they are then harmlessly digested. At least, I think that's what happens, I'm not really clear on the science.

Until the beginning of the user's next turn, all sounds on squares affected by Shhhh!—gunshots, rocket ships, screams, airhorns, all sounds—are silent.
Cone 2

Shoelace Shuffle ($12500)
RNG: 12 | IP: 2

This doodle, being an applied use of rudimentary motion lines, is more about technique than techknow-but talk about pedigree! It dates all the way back to the invention of shoelaces, but was only perfected as recently as the 1940s. Today, a skilled artist can tie someone's shoelaces together while they're several meters away and looking right at them—a humiliating and dangerous prospect which directly lead to the current proliferation of Velcro combat boots in Company operations.

The victim of a successful Shoelace Shuffle cannot move more than half their movement speed until the beginning of the caster's next turn. If they move more than half their movement speed or are made to do so by any means, they immediately end their move action and are exposed. They may spend an action on their turn to dispel this effect.

Spatial Compression ($12000)
RNG: 12 | IP: 3 | Doodle

Observation #6. There is more than one way to skin a cat. Example: for the task of pulling multiple objects towards a single point, the "many hands" method is just as good as the "single mouth".

Upon a successful artistry roll, every enemy within the blast zone will move 2 squares directly towards the center of the blast, losing an action and taking 1d2 damage if they impact anyone else. Enemies may attempt to resist the effects of Spatial compression with a Grit roll. If your targets used a move action on their last turn, they may not make a counter roll. If they used two move actions on their last turn, they will additionally lose one action on their next turn.

Blast 3

you are now breathing manually

Terrifying Suggestion ($9500) RNG: 16 | IP: 1 | Doodle

Experiment #33. An entity with the instruction to create fear takes different forms at different times, and for different people. In combat it resembles a stray bullet or unseen opponent; in quiet times, it is a long-held fear whispered into the target's ear. The psychokinesis of ink appears to extend into the deepest reaches of the unconscious id. Do we truly act upon it, or is it...

Fear 3/3

Wormhole ($18500)
RNG: 12 | IP: 2 | Doodle

"As the inventor of the wormhole
ask me—Do I worry that an im

Transmogrify ($23000)
RNG: 8 | IP: 4 | Doodle

Hat not included.

Experiment #49. The implications of this phenomena are more far-reaching than any before it: I was able to temporarily alter the target's species, making them completely harmless; the effect lasted longer and was more complex than any before it. This implies indefinite superimposition of the artist's reality, over shared reality, is not only possible in an abstract theoretical sense, but within my grasp at this very moment. I must go further.

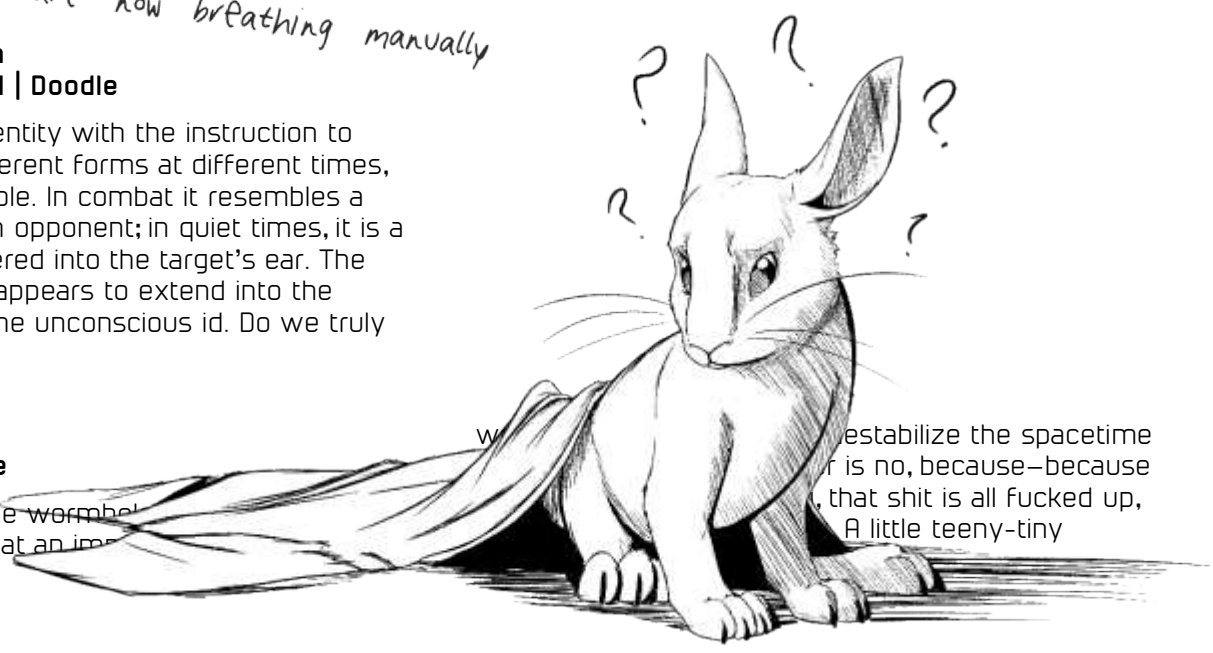
The target turns into a rabbit for 1d3 turns. While in this state they cannot attack, take damage from any attack, or be targeted by anything other than transmogrify. Repeated instances of transmogrify cast on a transmogrified target do not stack, but the length of the effect is re-rolled each time.

Wallspike ($25000)
RNG: 15 | IP: 5 | Doodle

Experiment #51. The truth is it's not enough to do this for its own sake. My research must be used to help those who help others. So I submit this: after using a simple Inkpulse to determine the location of targets hiding behind cover, the doodle violently excites the molecules near them and—through a modified transmogrification—causes them to grow sharp porcupine-like spikes that do truly unpleasant things to anyone within their reach.

When Wallspike fires, every enemy in the blast area (ignoring cover), currently adjacent to a cover object will take 5 damage. They will take 5 damage each turn until they move out of cover. Wallspike may only affect a given target once per turn, no matter how many instances would affect them.

Spin-up 2, Blast 10



adaptive point-to-point wormhole, living for less than a second? Forget it, pal; that's just rain on the ocean."

-Emile Gerdst, Artist

Designate a single object; characters no longer gain a cover bonus from that object. This persists until the beginning of your next turn. You may **maintain** this effect at no action cost by spending 2 IP at the start of each subsequent turn.

Wrecker ($14500)
RNG: 6 | IP: 4 | Doodle

"A good wrecking doodle has to be several things: high impact, electrically charged, ideally either hot or corrosive enough to dissolve several common adhesives. It's difficult to do well; and though it's not my place to say, I think the mentor would approve."

-"Wrecking Primer", anonymous

Target a deployed gizmo; it stops working. Characters adjacent to an affected gizmo may spend an action to roll hardware; if the roll succeeds, it resumes normal function.

Yank ($500)
RNG: 10 | IP: 1 | Doodle More like yoink LMAO

It's a lot easier to stop being shot if your enemies don't have guns. Easiest way to make that happen is to use a weapon magnet: it's a magnet with the word "WEAPON" written on it. It'll magnetize wood, plastic, steel, and whatever else is currently being used as a weapon. I never leave home without it!

Designate a target within range. You may move their active weapon up to two squares in the direction of your choice. They may counter this effect with a successful grit roll.

Name	RNG	IP	$$$$$
Peel Plus Ultra	8	3	12000
Prescience	**3**	**4**	**8500**
Radial Barrier	0	5	25000
Red Ink	**4**	**0**	**11000**
Shhhh!	**8**	**2**	**10000**
Shoelace Shuffle	**12**	**2**	**12500**
Spatial Compression	12	3	12000
Terrifying Suggestion	**16**	**1**	**9500**
Transmogrify	8	4	23000
Wallspike	**15**	**5**	**25000**
Wormhole	12	2	18500
Wrecker	**6**	**4**	**14500**
Yank	10	1	500

Clothes (Mostly)

Artist Accessories: Robes and Wizard Hats

Beret ($15000)
Head

Three kinds of people wear berets: pretentious artists, French perverts, and shitheads. You, as a toonpunk *in the know*, may be any one or any combination of these storied schools; in your duty as their scion, you would be remiss if you did not have a beret of your very own! This trendy hat not only imparts a dashing bent, but also helps you focus your mind's eye or some bullshit like that.

Most pros won't leave home without one! Available in black, olive, or raspberry.

While wearing the Beret, you may maintain one currently-cast doodle at no IP cost. When you illustrate while wearing the Beret, you may use another action that turn to use a doodle with an IP cost of equal or lesser value to the prior doodle; this second doodle always succeeds.

Bloodstealer ($13500)
ARM: 1 | Mesh | Head

Oh boy, I wonder what this thing does.

When you successfully illustrate, mark the target until the beginning of your next turn. If the target is incapacitated while marked, gain IP equal to their grit. You may mark any number of targets.

Boots With Too Many Buckles ($9500)
Boots

You might look at this pair of boots and wonder– "why are there 6 different buckles on each shoe? Surely 1 each is enough." Well, even before I-day, our ancestors understood the power inherent in these bizarre shoes. Theories range from geomantic attunement to magnetic mumbo-jumbo, but the result is the same: artists who wear these into battle will embody the caprice and brutality of wild ink as few others can.

After incapacitating an enemy, you may illustrate a single doodle at no action cost or extra penalty. You must still pay IP and deal with multishot/target penalties if you illustrated earlier that turn.

ArcBright Systems Brass Eye System ($18500)
Equipment

The current cutting edge of ink-assistance tools, the brass eye is a camera hooked up to a paper pad– one that uses a reservoir of quantum-entangled ink molecules to allow an artists' real hand to draw on paper an arbitrary amount of distance away from their current position. Despite the enormous potential of such a device, it has yet to be widely adopted: prolonged work with quantum-entangled ink fields leads, quite frankly, to gibbering insanity.

But you can still buy it, of course. Safety regulations are so terribly antiquated.

While the Brass Eye is in your inventory, allied players may use doodles calculating range and LOS as though they were standing at your position.

Apparel

Name	ARMOR	MATERIAL	SIZE	TRAITS	$$$$
Beret	N/A	N/A	Head	Unique	15000
Bloodstealer	**1**	**Mesh**	**Head**	**Unique**	**13500**
Boots With Too Many Buckles	N/A	N/A	Boots	Unique	9500
Jerkoff Jacket	**2**	**Mesh**	**Torso**	**Unique**	**12000**
Gloves, Black	N/A	N/A	Gloves	Unique	9500
Gloves, Blue	**N/A**	**N/A**	**Gloves**	**Unique**	**6500**
Gloves, Green	N/A	N/A	Gloves	Unique	12500
Gloves, Red	**Nz/A**	**N/A**	**Gloves**	**Unique**	**7500**
Tricked-Out Threads	**6**	Ceramic	Torso	Unique	22500

Accoutrements

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$$
Casting Cards	4	N/A	10	SRT	DHK	Unique, Idiot-proof, Weenie Weapon, Slowloeader 2	**15000**
Doodle in a Can	**N/A**	**N/A**	**N/A**	**EQP**	**N/A**	**Unique, Disposable, Limited-use 1, Idiot Proof**	**Special**
Inkwell	**1**	**N/A**	**N/A**	**EQP**	**N/A**	**Unique, Limited-use 1, Disposable**	**2500**
Kineticka Staff	**INF**	**2**	**1**	**LNG**	**MEL**	**Unique, Weenie Weapon**	**12500**

Casting Cards ($15000)
CAP: 4 | DAM: N/A | RNG: 10 | Short | Doohickey

The collapse of ArcBright industries left a lot of people dead broke, which was pretty funny. Even better, ArcBright's former employees were selling

off their patented tech for peanuts—so now you can get some of these babies from any ol hustler.

Casting Cards are cards, flash-laminated with a thin glaze which disintegrates under a low-voltage current—allowing you to draw something and delay its incarnation until you give the signal. You can throw them a fair distance, too; a skilled user can angle illustrations around corners, over walls, and through air vents.

When you begin an encounter, designate up to four doodles currently in your inventory. Whenever you fire the Casting Cards, you may use one of those doodles as though its point of origin was the Casting Cards' target. Doing so imposes a surcharge of 1 IP.
Idiot-Proof, Simple, Slowloader 2

Doodle in a Can ($Special)
RNG: N/A | IP: N/A | Equipment

Ink is hard to come by, and paper even harder—and you can straight-up forget about getting talent in any kind of timely fashion. Fortunately, you're your broke flipper-handed ass can still use doodles—kind of. These one-use doodles come in cans, darts, and balls; and they use nanite-guided ink to deploy a pre-selected drawing on command. In effect, they're spells that you can throw like grenades.

Doodle in a Can has the stats of a single doodle of your choice, excluding the IP cost, which is instead

0. These doodles cannot be sustained; this item cannot be purchased for doodles with an unmodified IP cost greater than 3. Doodle in a Can costs 1/10th of the original doodle.

Disposable, Limited-Use 1, Idiot-Proof

Inkwell ($2500)
CAP: 1 | DAM: N/A | RNG: N/A | Equipment

"Inkwell" is a generic term for anything that an artist uses to get themselves back in the game after they've done too many doodles. For someone with a hemorig, it's a V-can or a blood bag; for Ritzers it's a shot of honest-to-god DB. Track marks are wide and sore, but this'll save your life someday.

When you use Inkwell, lose 1 health; your IP is then replenished to 15. This damage cannot be reduced by any means.

Limited-use: 1, Disposable

Gloves, Black($9500)
Gloves

"When you have identified your enemy, harden your heart against them. While they draw breath, they will beg and plead with every word; excusing every atrocity, expecting all clemency. Give them nothing. If they were a party in this way of things until the consequences came upon them, knowing well the gravity of their actions, what revelation might they have in the eleventh hour, but that of their own mortality? Judge a man by what he did when he thought he could get away with it. No one is untouchable!"

-Excerpt, Longcoats Primer

When you illustrate a doodle as a reaction shot, it does not cost IP.

Gloves, Blue ($6500)
Gloves

"We do this because we're the best. You're getting out there, you're proving to everyone near and far that nobody's bigger and badder than you. You're goin out there, you're showing why you EARN the name Royal. You stack up as many as it takes. As many as you like!"

-Excerpt, Royalist Primer

When you forcibly move a character into a solid object, they take 1 damage for every space remaining in that move.

Gloves, Green ($12500)
Gloves

"Give no thought to your own glory. To become a Longcoat, you must believe in something greater than yourself; greater, even, than in us! We believe in a nation of freed people; we are the will of that nation as it struggles to be born! There is no place for thoughts of fame or heroism among us: we are all the organs of a great body, and we must give to each other all of ourselves. Let's do this."

-Excerpt, Longcoats Primer

Target a character adjacent to you, or yourself. You may use a whatever action and spend any amount of IP. The target gains 1 HP for every 2 IP expended, up to their maximum.

Gloves, Red ($7500)
Gloves

"Do not doubt, for one moment, the rightness of your cause! Tell jokes, play games, and laugh, but do not efface yourself or your struggle. The world is alive with people who will hurl all kinds of insult at you: from the moment you begin your crusade, your enemies will despise you; their subjects and children will despise you; but it is only your allies' judgement which matters. Don't lose your way!"

-Excerpt, Longcoats Primer

When illustrating, you may instead spend HP instead of IP.

Jerkoff Jacket ($12000)
ARM: 2 | Mesh | Torso

The marriage between ink and meat is a tumultuous one—one kept afloat by the frequent use of highly expensive and moderately unsafe marital aids. Since the collapse of ArcBright 2 years ago, Oracle Corp has jealously guarded this technology with a suite of DRM that makes it more or less useless for people in our line of work. These days you need a custom job: a lightweight jacket that can still stimulate your artistic impulses with some integrated torture tools. You know—heating coils, needles, printed out tweets, that sorta thing. Since they're mostly DIY, these jackets have uneven silhouettes and awkward designs that make you look like a real jerkoff—hence the nickname.

While wearing the Jerkoff Jacket, all doodles cost 1 less IP to cast and sustain

Kineticka Staff ($12500)

CAP: INF | DAM: 2 | RNG: 1 | Long | Melee

A few short years ago, the Kineticka was a modest novelty: an aluminum staff with an integrated

P-BLLD. But now that ArcBright is a thing of the past, a real brand-name Kineticka can run you a few dozen grand. Mostly these days you're going to find bootlegs, which is in all honesty a step up: now you can get em in all kinds of fun shapes—sticks, baseball bats, pens, whatever. That being said, most people still call them "staves" or "wizard sticks".

While you have the Kineticka Staff equipped, any doodle that would move an enemy may—if you so choose—move them one square further than normal. Additionally, while it is equipped, you may spend [X] IP, where X is the number of enemies currently within 5 squares of you, and move each of them directly away from you until they are 8 squares away, or until they hit a wall.
Weenie Weapon

Tricked-Out Threads ($22500)
ARM: 6 | Ceramic

Everyone knows artists have signature outfits. Maybe a smock and some slacks; a polo and some khakis; a leash and a collar. It's not just good for your vibe, it's good for your i m a g i n a t i o n.

However you rock your style, it's not just enough to look good: you also have to be protected, or else you'll, ya know, die. If you're an artist who spends a lot of time on point, take your favorite threads to a tailor and get some ceramic plates put in there.

Whenever you successfully illustrate, gain 1 SPC Barrier, up to a maximum of 10. If an attack breaks this barrier, it cannot do additional damage to you.

Oracle Industries War-lock Armor ($95000)
ARM: 7 | Ceramic | Torso

The Oracle War-Lock armor is the first armor from the Oracle corporation specifically intended for combat purposes. Built off of the same framework as the Outflow Improvement Vest, the War-Lock makes use of a number of loose-fitted ceramic plates, which are made manipulable by a set of neurally-controlled synthetic muscles. These can move apart to expose the wearer's forelimbs, chest, and genitals, as may be necessary for the precise mechanics of their trade.

While the Oracle War-Lock Armor is equipped, the IP cost of all doodles is reduced by 1. If this armor is broken by an attack, you lose an amount of IP equal to the damage dealt to you by that attack.
Uplink (I) 1, Dead Giveaway

Body Armor:
Armor for Your Body

Div/Atlas Achilles Protection Suit ($150000)
ARM: 10 | Plasteel | Torso

Ever since the Freeze the Achilles has been the one-bar-none choice for surviving insane levels of danger. It has everything you could want: ablative carbon mesh bodyglove, nonconductive insulation, manifestors in the joints that improve strength without damaging the tissue, it connects right to your nerves for intelligent damage readouts, and it's all wrapped up in a Cubano plasteel shell. This baby can take 8 or 10 shots without even denting; so it should come as no surprise that they cost a small fortune, even buying legally.
Uplink (I) 2, Mighty 2, Dead Giveaway

AO Ajax Personal Shield ($150000)
SHD: 18 | Torso

A mere 128 years ago, after what we would normally consider the start of The Freeze, AO submitted the Ajax shielding unit to market. It's not entirely clear how—people figure it must have come from an Unspeakable, or maybe one of the Allahgorithms itself. Since then, it has been a rare prize, and highly sought after: it's hardened against EMPs, and actually has a slight edge over the Achilles against high-impact projectiles: even things designed to pierce plasteel can't pierce this. It's also significantly lighter and easier to conceal than an armor suit, making it a popular choice against anyone doing work in a crowded area. On the flipside, it's vulnerable to laser attacks and has less lifespan against massed small-arms fire than solid armor. As ever, choose your tool for its task.
Uplink (I) 2

APSF Anole Necktie ($5000)
Torso

The tail of an Anole lizard, if ripped off from the rest of the body, will grow back in time; this lets them escape from predators that try to catch them by their tails. The Anole Necktie `is a tie, collar, choker, or other accessory worn around the neck, which is designed to break away if pulled. Aside from looking stylish, it encourages opponents to target your seeming vulnerability—which leaves them open to counter-attack when its true nature becomes clear.

While wearing the APSF Anole Necktie, the first enemy clash success roll made against you that scores higher than a 2 becomes a 1 instead. This may only occur once per encounter. You may wear the Anole Necktie alongside any other torso items.
Undetectable

Athenian Shield ($45000)
CAP: N/A | Large

Who were the baddest motherfuckers in the Peloponnesian war? so revered and so feared that even now, being compared to them is an exaltation of your military prowess? Who were the people whose very name became an honorific for the most ruthless, and dangerous warriors of all time?!

The Athenians. Who else?

While this is in your inventory, gain 3 points of shield in addition to any shield you currently have. Every time you go 1 entire combat round (measured from the end of your last turn) without taking HP damage or damage from a weapon with the EMP trait, restore your shield to its maximum level.
Uplink (I) 2

Name	ARMOR	MATERIAL	SIZE	TRAITS	$$$$$$
Div/Atlas Achilles Protection Suit	10	Plasteel	Torso	Uplink (I) 2, Mighty 2, Dead Giveaway	150000
AO Ajax Personal Shield	**N/A**	**N/A**	**Torso**	**Uplink (I) 2**	**150000**
Athenian Shield	N/A	N/A			45000
APSF Anole Necktie	**N/A**	**N/A**	**Torso**	**Unique Undetectable**	**5000**
SSI Blast Shell	N/A	N/A	Head	Unique Dead Giveaway	12500
AO Combat Socks	**N/A**	**N/A**	**Boots**	**Unique Undetectable**	**12000**
Gas Mask	N/A	N/A	Head	Unique	5000
AO GUT Vest	**5**	**Mesh**	**Torso**	**Unique**	**7500**
AO Heavy Impact Jacket	7	Mesh	Torso		10000
CorpTechs Hephaestus Exoskeleton	**5**	**Ceramic**	**Torso**	**Invulnerable 2, Mighty 2 Burdensome**	**22000**

SSI Blast Shell ($12500)
SHD 6 | Head

Every major arms company in local space has taken a crack at energy shielding at least once. There've always been dollar signs over the idea of one that can take sustained fire without overheating or exploding. This isn't that: The Blast Shell is designed to explode: when the shield runs out, it vents the energy core's heat and pressure to preserve the battery for future uses. It's basically a bomb, that you wear on your head. Questionable decision.

When the Blast Shell's shielding is depleted, it does damage equal to 1/2 of the attack that depleted it, to everyone within 3 squares except the user.
Dead Giveaway

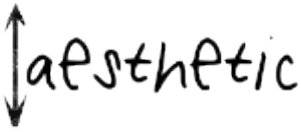
AO Combat Socks ($12000)
Boots

There used to be some kinda wacky acronym and technobabble around these things, before someone on the Atlas Outfitting board actually examined their products (a hideous mistake, to be sure) and noticed that they were just candystriped socks.

Since the original inventor long ago became dust, the board ordered the punitive execution of the entire AO branding department. As of this writing, the hunt for the inventor's descendants is ongoing.

While wearing the AO Combat Socks, you may reduce the effect of enemy clash success results by 1. You may reduce any damage done to you in a clash by one half rounding up, so long as the weapon used does not pierce Ceramic or Plasteel.
Undetectable

Gas Mask ($5000)
Head



When you're on the beat, a simple balaclava or motorcycle helmet is everything you need to get through the night's work. However, once in a blue moon, you're going to have to specialize. While gas masks have been made by numerable companies throughout the years, they all serve the same purpose: they filter the air you breathe so you don't get mustard gassed, tear gassed, or crop dusted.

These little leather beauties don't have the armor functionality of combat helmets, but it's always a good idea to keep one in your pack—just in case.

While wearing a gas mask, you are immune to the **Poison (Gas)** trait.

AO GUT Tactical Vest ($7500)
ARM: 5 | Mesh | Torso

While the GUT tactical vest has long enjoyed a devoted following among SWAT officers and bomb squaddies, its biggest audience is airsoft nerds. Though its ballistic protection is relatively limited, it compensates for this with a vast array of webbings, pouches, and pockets: it allows you to easily carry extra mags, belts, and grenades; so even if a point man can't use it, it's hundo auto for card tricks.

When you equip the Atlas Outfitting GUT tactical vest, designate any three items in your inventory that have the "Limited Use" trait, before the mission starts. So long as you are wearing the GUT tactical vest, you may use those items one additional time.

AO Heavy Impact Jacket ($10000)
ARM: 7 | Mesh | Torso

The Atlas Outfitting Heavy Impact Jacket was conceived as a straight improvement upon their already-successful vanilla personal protection vest. In this respect, it succeeded magnificently—with the simple addition of shoulder pads, sleeves, and a neck brace, protection was dramatically increased without impeding mobility. The HIJ is the de facto uniform of gat rats and CBs.

Laborer's Exoskeleton ($22000)
ARM: 5 | SHD: 3 | Ceramic | Torso

While exoskeletons like these are bulky, clumsy, difficult to maintain, and impossible to conceal, they still have use to us: because they were was built for manual labor, it doesn't necessarily raise red flags, and you can wear it many places. This is the preferred power armor for most self-made migos.
Invulnerable 2, Mighty 2, Burdensome

DivSys Hargreave Infiltration Suit ($150000)
ARM: 8 | Plasteel | Torso

Even though the Hargreave Cybernetics Corporation was acquired in its entirety by Divinity Systems over 2 centuries ago, its name is still used on a number of legacy products. Being spoken is a final insult to their founder, one must suppose. This lightly-armored plasteel suit boasts form-fitting synth-muscles to aid in quietly subduing targets, and an active camo system that remains relevant all these years later.

While you are wearing the Hargreave infiltration suit, you are invisible to the naked eye and cameras alike so long as you are standing still, and your stealth skill is level 0 or higher.
Uplink (I) 2, Mighty 2, Dead Giveaway

SSI Hexplate ($30000)
ARM: 7 | Ceramic | Torso

Igneus Shieldscale, founder of Shieldscale Industries, has had a notorious dislike of wizards and wizard-adjacent persons for all four of his brief and eventful lives. It's no surprise then that SSI's flagship product is this: an armor that comes with a sandpaper insulation, a turpentine glaze, and a suite of reactive PBLLDS specifically to make sure that no doodle, friend or foe, can so much as touch you. It's true.

While wearing the Shieldscale Industries Hexplate armor, doodles which would affect you, do not. This only applies to doodles which specifically and exclusively target you and only you.
Dead Giveaway

Juggernaut Jacket ($20000)
ARM: 8 | Ceramic | Torso

When the HIJ isn't enough for you, you can always DIY something better. A common recipe is the Juggernaut Jacket: you take an HIJ skeleton, put extra ceramic plating in the vital zones—fire it yourself, backstop it with whatever you can. It'll stop more rounds than any mesh you can name, but it's also way heavier; so if you're switching over from an HIJ to a juggernaut, be ready to feel it in your joints the first few times you wear it.
Burdensome

DivSys MDA Suit ($25000)
SPC: 5 | Torso

Ever since spy movies have been a thing, the armor industry's wet dream has always been the bulletproof two-piece suit. It's the logical conclusion of armor, after all: lightweight, form- fitting, comfortable, classy, and above all else functional. So when Divinity Systems revealed their Multipurpose Deflector Apparatus to the public, we all knew we were living in the future. That was about 230 years ago, and, uh…the future sucks.

But this baby sure doesn't! While the MDA Suit has the requisite Mesh weave that all protective suits have, it boasts a unique advantage: a web of nanobots roughly 1.5 millimeters thick, which are capable of detecting impacts and hardening to resist them with a .000002 second reaction time. However, the network rapidly burns out: it grants its wearer nigh-invulnerability upon activation, but only for a few brief impacts. That's still enough to keep you from getting shanked, strangled, or sniped—so unsurprisingly, it's wildfire for face men, diplomats, and mailmen.

So long as the Divinity Systems MDA Suit's Special Barrier remains active, any attacks that would damage it may only deal a maximum of 1 damage.

Name	ARMOR	MATERIAL	SIZE	TRAITS	$$$$$$
DivSys Hargreave Infiltration Suit	**8**	**Plasteel**	**Torso**	**Unique Mighty 2, Uplink (I) 2, Dead Giveaway**	**150000**
SSI Hexplate	7	Ceramic	Torso	Unique Dead Giveaway	30000
AO Juggernaut Jacket	**8**	**Ceramic**	**Torso**	**Burdensome**	**20000**
Meditational Tunic	1	Mesh	Torso	Unique	500
DivSys MDA Suit	**N/A**	**N/A**	**Torso**	**Unique**	**25000**
Div/AO Metis Computer Suit	8	Plasteel	Torso	Unique Uplink (I) 2 Dead Giveaway	150000
OSG Motorcycle Helmet	**0**	**Ceramic**	**Head**	**Unique**	**1500**
APSF Skull Bunker	1	Ceramic	Head	Unique	12500
AO Ulysses Personal Protection Suit	**10**	**Plasteel**	**Torso**	**Unique, Dead Giveaway, Burdensome**	**75000**
SurvivalList Radiation Shield	N/A	N/A	EQP		2500
Unforgivably Obnoxious Shirt	**5**	**Mesh**	**Torso**	**Unique**	**9500**

Meditational Tunic ($500)
ARM: 1 | Mesh | Torso

This is a meditational tunic of the sort worn by many monastic orders. While they barely provide any physical protection, they're still widespread among the more spiritualistic toonpunks: Imagarians say it allows them to more easily connect to the raw ink; the Ragross men like how easy it is to mortify their flesh while wearing one; and many nondenominational spiritualists are just glad to wear something that doesn't have a brand logo on it.

If you wear the Meditational Tunic for the entirety of a combat encounter, you gain an additional power burst on its completion.

DIV/AO Metis Computer Suit ($150000) ARM: 8 | Plasteel | Torso

As part of the Divinity/Atlas combat modernization initiative, a number of efforts were made to reduce the size of rapid-use information warfare apparatuses; however, they could only shrink computer screens by so much before actual microscopes were needed to use them. Fortunately, they came upon the idea of integrating a miniaturized computer into the spinal area of the suit—which, while mildly uncomfortable to most wearers, is perfectly capable of compensating for pilot error in most digital offensives.

While you are wearing the Divinity/Atlas Metis-Class Computational Enhancement suit, you may increase the results of successful hacking clashes by 1. You also gain 2 extra processing power.
Uplink (I) 2, Dead Giveaway

OSG Motorcycle Helmet ($1500)
ARM: 0 | Ceramic | Head

The only thing better than masks is helmets: because while masks might conceal your identity, helmets do that **and** provide a certain measure of protection—and those can easily mean the difference between life and death. This simple Motorcycle helmet, brought to you by Olympus sporting goods, protects both your identity and your cranium.

Once per encounter while wearing the OSG Motorcycle Helmet, you may treat one critical hit made against you as a normal hit instead.

APSF Skull Bunker ($12500)
ARM: 1 | Ceramic | Head

The Apogee Satana Skull Bunker is a full wraparound helmet with a visor made out of transparent aluminum. Why is it that tough, and this expensive? Because the Skull Bunker was built the presumption that its wearer is in imminent danger of getting clipped by a sniper. It's purpose-built for insurgents, and it's maybe the best infantry helmet available; stooges from every government in local space have been trying for years to get APSF to put them on the shipping list, but they never do.

While wearing the ASPF Skull Bunker, once per mission you may treat a critical hit made against you as a normal hit instead.
Dead Giveaway

Ulysses Personal Protection Suit ($75000) ARM: 10 | Plasteel | Torso

The absolute end-all and be-all of low-tech armor, the Ulysses is an informal modification of the Achilles—removing all the servos means it has everything except the trick heel. It can't be shut down by EMP—but on the flip side, it weighs about 40 kilograms. Someone wearing one of these has to be not only enormous, but needs move very carefully: it slows you down so much it's dangerous, and 12 will grind you kwikwik if you get caught out.

While wearing the Ulysses Personal Protection Suit, your maximum movement per move action is decreased by 1/3 rounding down.
Dead Giveaway, Burdensome

Survivallist Radiation Shield ($2500)
SHD: 1 | Equipment

This rad-shield is one of SurvivalList's homegrown beauties, made for the Hellsouth first and foremost. That means it's dirt-cheap, it does exactly one thing, and it does it well. If you get exposed to radiation—even weaponized radiation—This fancy little belt-buckle can keep your eyeballs from falling out. But, don't expect it to block anything else—not bullets, knives, stones...maybe from a good Dutch rub.

Unforgivably Obnoxious Shirt ($9500)
ARM: 5 | Mesh | Torso

This bright red cut-off shirt is emblazoned with a gleaming white exclamation of pain. Merely wearing it is enough to make most people recoil from you.

While wearing the Unforgivably Obnoxious shirt, you can move through, but not end your turn on, spaces occupied by enemies.

Functional Fashion:
Stuff you Wear that Isn't Body Armor

If someone shows up without one Just leave.

Balaclava ($500) Head

The labels are peeled off, the tags are snipped, the glue's been dissolved, and it's been disinfected and washed three times. This is a quintessential piece of gear, that does more than keep you warm: while you're wearing one of these bad boys, cameras and witnesses can't get a good look at your face. Unfortunately, you stick out to just about everyone on earth as someone who is quite obviously a criminal.

While wearing a balaclava, you will no longer be automatically incarcerated for committing crimes while your infamy is 15 or greater.

Bankruptcy Barrel ($5000)
ARM: 1 | Plasteel | Torso

"No, I'm still as rich as ever! I've simply become a munchkin! The barrel is full of dice."

~Att. Ya boi, Uncle Dimebags

The bankruptcy barrel can negate any instance of damage inflicted by an enemy, so long as the wearer pays 500 credits, plus an additional 500 credits per instance already blocked this encounter. For example, blocking 3 shots would cost 500+1000+1500 credits, for a total of 3000.

Funky Threads

Name	SIZE	$$$$
Balaclava	Head	500
OSG Basic Bag	**Storage**	**500**
Bankruptcy Barrel	Torso	5000
CorpTechs Cargo Rig	**Storage**	**500**
Cat Ears	Head	500
Classic Loaded Glove	**Gloves**	**1500**
CL Duster Coat	Torso	500
CL Duster Coat Con Carne	**Torso**	**1500**
Golf Gloves	Gloves	3500
Groucho Marx Glasses	**Head**	**1500**
Karl Marx Glasses	Head	1500/0
SSI Kinetic Gauntlets	**Gloves**	**12000**
Lucky Medallion	Head	20000
ASCO Orbital Weapon Optimizer	**Head**	**12000**
Quickdraw Holster	Storage	2000
Red Boxing Gloves	**Gloves**	**18000**
TSD Shockmaster Gloves	Gloves	18000
Taped Wrists	**Gloves**	**1500**
OSG Thermal Glasses	Head	10000
ASCO Thresher Gauntlets	**Gloves**	**22000**
Too-Tall Trench Coat	Torso	7500

OSG Basic Bag ($500)
Storage

This is a jet-black sports bag that hangs over your shoulder, and bank robbers have been using these babies for centuries! With one of these, you can carry guns into a crowded area, carry money out of a bank, or even carry more bags! These days, the monopoly belongs to Olympus Sporting Goods and its 36 subsequent brands; they're all basically the same, so don't umm and err too much.

An OSG Basic Bag can carry up to 8 points of items. Items with the **Long** or **Short** sizes cost **4 points**.

Items with the **Compact, Head, Boots, Gloves**, **Torso**, or **Storage** sizes cost **2 points;** loose cash or loot costs **1 point** per **$5000**. While in the basic bag, all of these items are hidden from view, but not metal detectors. The basic bag cannot be used to carry items with the **equipment** size. Putting an item in or removing an item from a basic bag takes 1 action.

CorpTechs Cargo Rig ($500)
Storage

Toonpunks—and the people trying to kill them—use a lot of wacky gizmos on the job: portable walls, big drills, grappling hooks, that sorta thing. The problem with said gizmos is that they respond very poorly to being stuffed in a duffel bag and jostled around all over the place. The solution is a cargo rig: pouches, sacks, and buckles stuck all over your body like Liefeld drew you—each one made to carry one of your little gizmos, safe and secure for easy access.

A CorpTechs Cargo Rig can carry up to 8 points of items. Items with the **equipment size cost 1 point**. Items with the **Compact, Head, Boots, Gloves, Torso**, or **Storage** sizes cost **2 points;** loose cash or loot costs **1 point** per **$5000**. While in the cargo rig, all of these items are hidden from view, but not metal detectors. The cargo rig cannot be used to carry items with the **long** or **short** sizes.

Cat Ears ($500)
Head

This set of styrofoam cat ears looks absolutely fucking kawaii. And, by simply concealing a directional microphone array within them, it is possible to hear sounds from further away while wearing these.

The Cat Ears gives +2 to the wearer's hearing sense radius, and +5 Moe.

Classic Loaded Glove ($1500)
Gloves

Need a simple weapon, quick? Take a large glove, stuff it with something heavy– metal, usually–and give somebody a pimp hand with a little extra zing. This is the oldest tricks in several books.

You may reroll a failed bushwhack attempt. You may also reroll the roll made to determine an improvised weapon's size. In both cases you must abide by the second result.

CL Duster Coat ($500)
Torso

Ever since the first Onyx Age, one gang of goons has been ahead of the curve for every great moment in felonious fashion: Club Lucius, a group of revolutionary fashion auteurs with no borders and no limits. For about 200 years, it's been the same: you find someone who knows someone and order the "Special" Duster Coat–and whatever comes in the mail is gonna be a dirt- cheap trendsetter. Past that, it's all up in the air: it might be navy-blue with neon lines, it might have a hundred different feathers, it might be a longcoat and it might be a windbreaker. Maybe you'd be better off just getting one at your local outdoor shop. If you're a wuss.

The434322 "Special" Duster coat allows you to stow short, compact, and equipment-sized items, which hides them from sight. It may be worn in conjunction with any piece of armor with an armor value of 5 or less.

CL Duster Coat Con Carne ($1500)
Torso

If you're a discerning predator with a little bit of money to throw around, you might consider asking your guy-who-knows-someone for a Lucius Con Carne: it'll be every bit as idiosyncratic as a Lucius Special, but it will also be insulated with thin layer of nanotubes guaranteed to fool any metal detectors you pass through.

The Club Lucius Foil Duster Coat functions like the original, and additionally confers the "undetectable" trait to any object in your inventory which you are not currently using.

Golf Gloves ($3500)
Gloves

Five!

Increase the size of any weapons you improvise by 2.

Groucho Marx Glasses ($1500)
Head

A pair of plastic glasses and a plastic mustache. An easy comedy classic!

While wearing the Groucho Marx glasses, you may roll acting whenever an enemy makes a suspicious person roll against you. If your roll succeeds, ignore the result of theirs.

Karl Marx Glasses ($1500, or $0 if you read *Kapital*)
Head

A pair of plastic glasses and a plastic beard. An easy comedy class war!

While wearing the Karl Marx glasses, you may roll perception to determine the economic and social of anyone you can currently see.v

SSI Kinetic Gauntlets ($12000)
Gloves

It's up in the air whether the Shieldscale engineers reverse-engineered this from the Thep Moi or convergently engineered it at about the same time– doesn't matter, except to arms historians, who themselves do not matter. What *does* matter is how it works: these gauntlets' knuckles contain impact bumpers which can divert kinetic energy into most standard ablative field setups, allowing you to recharge your energy shield by punching people.

When you make a successful unarmed attack, regain 2 points of shield, up to your normal maximum.

Lucky Medallion ($20000)
Torso

This is a cheaply-made copper medallion inscribed with various symbols. These things can be bought at just about any kitsch store at the world, for outrageous prices. They don't do a damn thing; all they're really good for is rooking tourists. Definitely not worth the asking price, I don't even know why they're listed here.

While wearing the Lucky Medallion, whenever you make a roll, you may spend a power burst to add your nonsense level to the value of whatever skill you are currently attempting to use, in addition to removing a single penalty as normal. This bonus expires once the roll is made, regardless of its success. You may not use a burst to enhance a skill with a value of -1. The Lucky Medallion may be worn in addition to any other torso items.

ASCO Orbital Weapon Optimizer ($12000)
Head

Though easily mistaken for some kind of ritual headdress or totemic representation, this is actually a genius piece of technology: the Orbital Weapon optimizer can highlight imperfections in enemy armor—whether infantry or vehicular—to allow the kind of nonlethal precise soft touch that ordinary weapons can't have. It consists of two external lenses, a headpiece with two sound emitter on either side of the head, and a third emitter which can be fitted above the mouth or nose. Customarily decorated with foliage or false hide to disguise the user at range, the emitter array uses ultrasound to image close-range enemies and detect any imperfections in their armor—cracks, bulges, seams—and then visually outline them to the user. While it is difficult to actually shoot at the indicated targets, since the lenses fuck with your peripheral vision, this is ideal for spotters' goggles.

The wearer of the Orbital Weapon Optimizer may spend an attack action to designate any enemy within 20 spaces. The wearer must make a perception roll. If successful, allied attacks against the designated target will critically succeed on a roll of 2, as well as 1. This lasts until the wearer designates another target.

QuickDraw Weapon Holster ($2000)
Storage

Picture this, if you will. There you are, walking down the dusty alleyways of Dodge city, when suddenly BAM! A bunch of no-good characters jump you from out of the shadows, with a no-good look in their eye! You reach for your trusty revolver, only to realize it's in your duffel bag! In your haste to open it, you are mobbed, stabbed to death, and cannibalized. Think of your mother, your unborn children, your lover back home! Oh, the tragedy of it—if only you'd been able to reach your weapon!

That's why people buy holsters.

The QuickDraw Weapon Holster allows you to carry one additional weapon of any size on your person. Removing the weapon from your holster does not have an action cost.

Red Boxing Gloves ($18000)
Gloves

Some people tell you that the difference between "Cartoon violence" and "Regular violence" is whether or not the guy is wearing red boxing gloves. Not so! The difference is where you hit him.

If you so choose, your unarmed attacks push the target 1 space directly away from you. If the target cannot move through that space, your unarmed attacks against them gain Pierce: Plasteel.

TSD Shockmaster Gloves ($18000)
Gloves

Back in 2099, TSD was contracted to develop an anti-cyborg option for the GIGN. The end result was these gloves, which are capable of disabling most augments with a high-powered direct current. Although an unqualified success by most metrics, the Freeze came a few years later, and the company never explored the concept any further—leaving us to pick up their design and iterate on the strategies.

Your unarmed attacks gain EMP 1.

Taped Wrists ($1500)
Gloves

You might be thinking to yourself—this is an age of people with magic spells, automatic rocket launchers, and laser swords. What exactly am I gonna do, other than get killed, if I wrap up my hands and start throwing dusters? Well, if you don't believe in yourself, that's just fine…but if it's good enough for the best in the world, it's good enough for you!

When you make a successful unarmed attack, immediately make another one against the same target. This second attack is idiot-proof.

OSG Thermal Glasses ($10000)
Head

Military operators have used thermal goggles for centuries to see through smoke, snow, and other ocular botherations things. But in the mid 21st century, the technology was actually miniaturized to single lens size, fit for use in glasses. Olympus absorbed the copyrights after the war, and they've been a mainstay ever since then.

While you have the Olympus Sporting Goods Thermal Glasses equipped, you may ignore the effects of smokescreens, and your sight sense increases by 2 squares. This bonus is not cumulative with any other.

Toe Shoes
Boots ($15000) This is a fashion crime.

So you wanna be a ninja, huh? You wanna wear black and wear thick socks and sneak around looking all cool and shit? Well fuck you, you get toeshoes! Two toes, three toes, five toes, a hoof, it doesn't matter; some godless degenerate made a form-fitting rubber shoe just for you. While they tangentially resemble the traditional Japanese tabi sock, they're way uglier and way less dignified.

These fucking abominations made of rainbow-painted rubber—they're nearly silent and they'll cling to anything, so if you're a sneak-thief you can't afford to NOT use them. Don't get beat up!

While wearing the Toe Shoes, you may reroll failed stealth rolls when detected by an enemy's hearing sense.

Too-Tall Trench Coat ($7500)
ARM: 1 | Mesh | Torso

Don't laugh—laughing kills the illusion. This is a very simple con and anyone can do it as long as you're willing to totally commit to the bit: what you do is you sit on your buddy's shoulders, throw your voice a few octaves, and pretend to be one extra tall person. It takes a little getting used to, since you have to sync up your arms with your buddy's legs, and the guy on the bottom usually has to wear some kind of exoskeleton to support the weight; but once you get used to it, you can bullshit your way through movie theaters, security checkpoints, and every other idiot you'll ever meet!

The too-tall trench coat is worn simultaneously by two players. Both of those players occupy the frvsame space as long as they are wearing the double-length trench coat. One player is designated the "top" and another is the "bottom". Yeah, yeah, yuk it up. The top player can attack but cannot move, and the bottom player can move but cannot attack. Any suspicious person rolls made against the duo exclusively target the top player; and the bottom player's entire inventory is concealed until they separate. Any acting rolls inflicted upon the duo are made by the top player. If either member of the duo is forced to make an athletics roll of any kind, they are given a -4 penalty; and if this roll fails, they will separate. It takes 2 whole turns for 2 players to put on the double-length trench coat.

Tools, Supplies, Gadgets

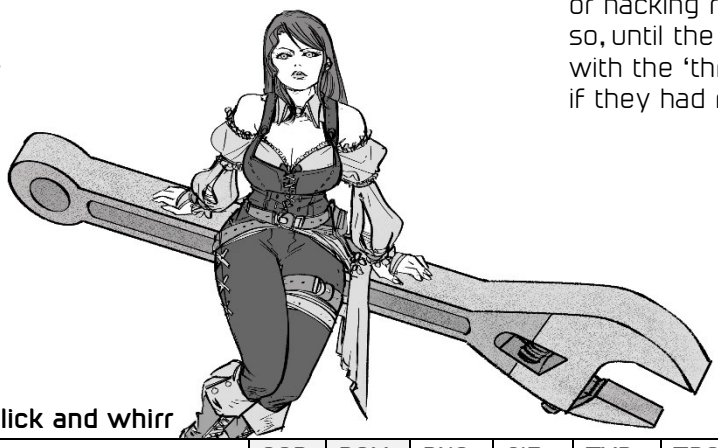
The Other Kind of Hardware: Tools, Wires, All That Jazz

Ballistic Armor Repair Kit ($7500)
Equipment | Gizmo

As useful as ballistic armor is, it has one teeny-tiny drawback: after it gets shot to ribbons, it stops being useful. But all you lovers of bloodshed need not worry, because there **is** another way, and that way is through glue, duct tape, and staples! With a little ingenuity and bric-a-brac, you can (kinda) repair all but the most advanced suits of armor!

Using the Ballistic Armor Repair Kit requires two actions, and it can be used on yourself or on any adjacent ally of your choosing, so long as their maximum armor is greater than 1, and their currently equipped armor does not have the **Uplink** trait. If you do so, roll hardware; and upon a successful roll, restore half their armor rounding up. This cannot be used to increase a target's armor past their normal maximum.

Limited Use: 4



CST Bridge-in-a-Box ($5500)
Equipment, Gizmo

The CST Bridge-in-a-box is exactly what it sounds like: a suspension-bridge-on-demand capable of bridging narrow gaps for light foot traffic. Simply plant the bridge in the ground, deploy the pitons, and don't slip. It's technically illegal to own after how CorpTechs stitched em up—but plenty of people do.

When deployed, the Bridge-in-a-box is 1 space wide and can be up to 8 s paces long. It can support up to 2 characters comfortably. If 3 or 4 are on it, they must roll athletics at the start of each turn to avoid falling. If 5 or more characters are on the bridge at once, it will collapse.

CorpTechs CLOP ($45000)
CAP: N/A | DAM: N/A | RNG: 25 | Long | Gizmo

So here's a common problem: grenades are kinda heavy, and you can't throw em all that far . How do you solve this problem? With a Corptechs Catapult-Like-Ordinance-Projector! What makes it catapult like instead of "a catapult"? Nothing. It's just a catapult.

You must make C C5XC C5X34a successful hardware or hacking roll to use the CorpTechs CLOP. After doing so, until the end of your turn you may treat any items with the 'throwing' type and the 'idiot-proof' trait as if they had range 25 and the 'artillery' trait.

Grenades are hard to throw.
Maybe for you, Tiny.

Things that click and whirr

Continued on page 111

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$$
Ballistic Armor Repair Kit	N/A	N/A	N/A	EQP	GIZ	Limited-use: 4	7500
CST Bridge-in-a-box	**N/A**	**N/A**	**N/A**	**EQP**	**GIZ**		**5500**
CorpTechs CLOP	N/A	N/A	25	LNG	GIZ		45000
APSF Deafener Gauntlet	**3**	**0**	**N/A**	**EQP**	**DHK**	**Heavy, Blast 7, Targeting Software**	**12000**
CSC Electronic ReProgrammer	N/A	N/A	N/A	EQP	DHK		10000
APSF Glass Cutter	**N/A**	**N/A**	**N/A**	**EQP**	**DHK**		**7500**
APSF Glass Ruiner	N/A	N/A	N/A	EQP	GIZ	Limited-use: 1	3000
Moloch Harpoon Mine	**1**	**10**	**1**	**EQP**	**GIZ**	**Limited-use: 1, Geddit**	**11500**
CorpTechs Jack/Hammer	N/A	N/A	N/A	EQP	GIZ		9500
Nanocircuit Reconstruction Kit	**N/A**	**N/A**	**N/A**	**EQP**	**GIZ**	**Limited-Use: 5**	**10000**
CSC Penetron	N/A	N/A	N/A	EQP	DHK		15000
AO Portable Wall	**N/A**	**N/A**	**N/A**	**EQP**	**GIZ**	**Limited-use: 1, Geddit**	**11000**

APSF Deafener Gauntlet ($12000)
CAP: 3 | RNG: 0 | DAM: N/A | Equipment | Doohickey

A lot of people have sensitive ears—animals, superheroes, audiophiles, your relatives at 2AM when you want a few chips before bed—so it's only natural that the unscrupulous folks at APSF would find some way to exploit that. Enter the Deafener Gauntlet: a small speaker which produces feedback noise over multiple audio bands, making everybody grab their ears and run for cover. Lucky for you, it comes packaged with earplugs.

Any enemy who is within range (ignoring cover) of a Deafener gauntlet when it is activated will be forced to make a grit roll at a -2 penalty. If they fail, they will be forced to retreat to the edge of the radius as far as their movement speed allows, and may not take any other action that combat round.

The Deafener does not affect friendly targets or robots.

Heavy, Blast 7, Targeting Software

CSC Electronic ReProgrammer ($10000)
Equipment, Doohickey

The CyberSects ERP was initially devised as a way to allow homeowners to remotely control their household functions from a single remote device. It succeeded, more or less; but it took about a week before someone realized that the ERP could be used for another, more nefarious purpose: it can be affixed to most first-world fuseboxes; and, so long as it is slaved to a wireless device within a hundred meters or so, its owner can alter the flow of power.

If the owner of a CSC ERP affixes it to a fusebox, they can remotely perform the fusebox's functions at their leisure. Affixing and operating the ERP requires a hardware roll each time it is done.

APSF Fake Footprints ($5500)
Equipment

Foorprints attract all kind of nosy people: guards, gangsters, meddling kids, what have you. Enter the APSF Fake Footprint machine: a programmable gyroscope, roughly the size of a baseball, with a micro-scale 3D printer inside it. Operation is simple: program a movement path and select your preferred footprint shape, then set it down: it will follow your path while printing dozens of fake footprints. It's the perfect distraction-on-command.

The ASPF Fake Footprints allows the user to lay a trail of footprints up to fifteen spaces away from their current position. What effect this has on characters who find the footprints is up to the GM to determine and the players to anticipate.

APSF Glass Cutter ($7500)
Equipment, Doohickey

So, say for example you want to move through a point in space which is occupied by a breakable transparent material with a molecular makeup identical, or at least extremely to, industrial glass. You could jump through it and risk lacerations and blood loss; you could shoot through it, and risk alerting the locals; or—hear me out here—you could use a rotary plasma saw/plunger combination to cut a hole through it, effortlessly walk through that hole, and then replace the glass where it was a moment later so nobody is any wiser.

While you have the APSF Glass Cutter equipped, you may choose to spend an action to cut through any given panel of glass. After this action is concluded, you may pass through the panel without taking damage without shattering it, or alerting enemies who encounter it. Alternatively, you may attempt to do this without use of a dedicated action, and instead make a hardware roll to achieve the same result. Failing said roll will cause the glass to break as normal. You may do this any number of times per window.

APSF Glass Ruiner ($3000) Equipment | Gizmo

Do you hate being seen, and love causing trouble? APSF does too! Behold the unparalleled powers of pettiness afforded by the nanotech age: this simple solution it seeks out glass, spreads itself over it, and then makes it completely useless! By duplicating the image on one side of the glass and then opacifying, the glass ruiner "freezes" the window so that nobody on either side can see what's happening on the other—but to the uninformed observer, it looks like nothing is happening at all. It's perfect for setting up ambushes, carrying out heists in broad daylight, or keeping out lookie-loos when you're on the john.

When you use the Apogee Satana Glass ruining Agent, designate a single window of any size to which you are adjacent. If you successfully use it, the window becomes opaque; this is subtle, but can be discovered by close inspection.

Limited-use: 1

Moloch Harpoon Mine ($11500)
CAP: 1 | DAM: 10 | RNG: 1 | Equipment | Gizmo

If you had to pick a point when Moloch officially pivoted from hunting gear to war crimes ready-to-order, it'd probably be this: wide as a hubcap and thick as a sponge, the Harpoon Mine is contains five needles. Each needle, once embedded, digistructs an irregular harpoon tip designed to benignly occupy an 8 CM patch of the target's body. Then, if the target moves more than a few meters away, the harpoon reels in, pulling out a chunk of their organs!

The Moloch Harpoon Mine can be affixed to any solid surface. Once successfully deployed, it automatically lodges itself into the first 5 enemies who pass within 5 spaces of its location, unless they are protected by plasteel armor or a special barrier with at least 1 point left. If those enemies move further than 5 spaces away from the mine, it damages them. The Harpoon Mine may be disabled by a successful hardware roll.

Limited-use: 1, Geddit

Jack/Hammer ($9500)
Equipment | Gizmo

Have you ever needed and/or wanted to move something really, really heavy? Of course you have; everyone has. Thus: the Jack/Hammer. A common industrial tool no larger than your forearm, the Jack/Hammer can be affixed to the side of anything that needs to be propped up; then uses a manifestor piston to explosively turn it on its side! It was supposed to be used by rescue crews to free people from overturned vehicles, but it has…other uses, too.

You can use the jack/hammer to open any doors, except blast doors. Upon a successful roll, the door will explode inward and do 4 damage to anyone standing on the other side, up to 3 squares away. If you fail, you will injure **yourself** for 2 damage. This always alerts everyone within 10 squares.

You can also use it as a jack. If you really want.

Nanocircuit Reconstruction Kit ($10000)
Equipment | Gizmo

Once you jailbreak the autobrickers, augments today are actually pretty easy to maintain: take some nu-poz every so often, and some nano-circuit repair paste whenever something gets fried. Circuit reconstruction paste like this is standard issue in trauma kits in Quoc Te, usually in syringe form. They're illegal to own in America on copyright grounds, so be careful where you whip it out.

You may use this on yourself or an adjacent ally. If successful, a single augment of the target's choosing resumes full functionality.
Limited-Use: 5

APSF Penetron ($15000)
Equipment, DHK

"Blast doors. Fuck 'em." That's the line of thought that lead to the creation of the APSF Penetron, a man-portable thermal drill with enough firepower to melt through an industrial-grade blast door in mere minutes. It's easy to use: just carry it to a blast door, stick the suction-cup bits on it, and hit "GO".

You can affix the APSF Penetron to any blast door to which you are adjacent. It will burn through the door in a number of combat rounds equal to 25, minus 2 times the operator's hardware skill; or if used outside combat, 6 times that many seconds.
Geddit.

Portable Hole ($2500)
Equipment

Handle with care! The portable hole is one of the most dangerous technically-not-a-weapons you can get your hands on. The portable hole is the domestication of an ontological parasite: something which, definitionally, can only exist as an aspect of something else, and through the careful comprehension of an abstract concept, making it a thing-in-itself. It's an amazing feat of philosophy, physics, and artistry—but in practical terms, it is also the most perfect infiltration tool ever developed.

Placing a portable hole on a wall or floor silently creates a hole 1 space wide, long, and deep. You may move through this hole with impunity. The hole may be removed by any character adjacent to it, but they must first make a successful artistry roll.

Placing a portable hole into a portable hole causes a feedback loop which instantly kills you and only you, and also removes both holes from existence.
Limited-use 1

AO Portable Wall ($11000)
Equipment | Gizmo

Sometimes armor and shields don't cut it. Sometimes, the only way to truly protect yourself from your enemies is to put a fucking steel wall between you and them. Whether it's berserker mobs, zombie hordes, or floodwater, the Atlas Outfitting Portable Wall (affectionately named "wall- in-a-shawl" by its users) can keep it at bay!

When deploying the Atlas Outfitting Portable Wall, select up to five squares in a straight line. If successfully deployed, the indicated spaces will be protected by a thin steel wall which obscures line of sight. The wall may be overturned by a sufficient amount of brute force, at the GM's discretion.
Limited-use: 1, Geddit

AO Portable Wall Petite ($8000)
CAP: 1 | DAM: 0 | RNG: 4 | Equipment | Gizmo

From the makers of the wall-in-a-shawl comes the wall-in-a-ball: twice as small, just as tall, from blocking halls to fireballs, this little baby does it all. It pops up when you need it to, then folds back up as good as new. It's tactical, it's practical, it's portable, affordable; if you don't love it, you can shove it!

Ah, I amuse myself sometimes.

After being placed, the Portable Wall Petite remains inactive unless an allied character is adjacent to it; then, it acts as a solid object which fills its entire space. The wall's owner may, at their sole discretion, stop this from occurring. A character of any allegiance may roll hardware while standing next to an inactive wall to forcibly deploy it. A pop- up wall cannot be removed from its position by any character except its owner, unless they have been incapacitated; it may be crushed or knocked over by any amount of force the GM deems appropriate.
Limited-use 1, Geddit

HSM PREP ($15000)
CAP: 1 | DAM: N/A | RNG: 9 | Equipment | Gizmo

This little beauty—full name the Projectile Redirecting Electromagnetic Projector—is like nothing else on the market: it projects a remote-manipulable EM field directly upwards. If a metallic object—such as a bullet—passes through it, the PREP's operator can spontaneously change its trajectory—allowing them to curve it around corners and complex terrain.

Anyone with a weapon that has the Arrow, Warhead, or Bullet type may attack the Hashimoto PREP. If the shot is successful, they may then make another attack as though they were standing at the PREP's location, at a -2 penalty. Every additional PREP that the projectile passes through requires another roll, and inflicts another -1 penalty.

Geddit

OSG Skytouch Grapnel Line ($10000)
Equipment | Gizmo

Did you know that nearly 8% of heists involve some kind of extended climb up a vertical face? Time was you had to use a bunch of suction cups or climbing gear for that kinda thing, but not anymore! The Skytouch launches a small anchor—piton-hook or vacuum cup, your choice—then winches any creature under 320 kilos directly towards it.

The Skytouch allows you to spend a movement action to instantly ascend any overhang structure, or scale buildings at a rate of two stories at a time.

Spare Magazine ($1500)
CAP: 1 | DAM: N/A | RNG: 10 | Equipment

Sometimes you don't have the time to laboriously stop and reload your weapon. Sometimes you're just so good that you don't need to stop. Enter one of the raddest-looking (and useful, let's not forget useful) techniques in the game. After taking a spare magazine and making a few modifications—adding a weighted bottom, a magnet if you're fancy and a suction cup if you're not—you place the extra ammunition in a location of your choosing. When you walk, run, or cartwheel past it, you can eject your current mag and insert the new one in half as much time as normal. If you're enough of a ninja.

Designate a space between 4 and 10 spaces away and place the spare magazine there. Roll hardware. If the roll succeeds, then the first time you or an ally moves over the deployed magazine of their own volition, they may use it to reload an equipped weapon of their choice at no action cost. If the roll fails, then the first time you or an ally moves over the deployed magazine of their own volition, they may spend an action to reload an equipped weapon of their choice.

Limited-use: 1, Idiot-Proof

Machines that go *ping*!

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$$
AO Portable Wall Petite	1	0	4	EQP	GIZ	Geddit	8000
HSM PREP	**1**	**N/A**	**9**	**EQP**	**GIZ**	**Geddit**	**15000**
OSG Skytouch Grapnel Line	N/A	N/A	N/A	EQP	GIZ		10000
Corptechs Utiliton Multitool White MK. VI	**N/A**	**N/A**	**N/A**	**EQP**	**DHK**		**2000**
APSF Wallflower	1	N/A	1	EQP	GIZ	Limited-Use 1, Uplink [I] 1, Geddit, Stackable	2500
AO Wall on Wheels	**N/A**	**N/A**	**N/A**	**EQP**	**GIZ**	**Geddit**	**16500**
CorpTechs Zipline	N/A	N/A	N/A	EQP	GIZ	Geddit	12500
APSF Zoop Mine	**1**	**0**	**4**	**EQP**	**GIZ**	**Geddit**	**7500**

Tethercord ($3500)
Equipment

Chafes. Bunches.

"Tethercord" is a generic name used to refer to one of the many heavy-duty high-elasticity cables available on the market today. They're very useful.

The user of the tethercord can spend 1 action to bind 2 adjacent objects together, within any mass or weight limits deemed either reasonable or funny by the GM. The tethercord will not break under ordinary pressure, and can survive direct damage equal to the user's hardware score multiplied by 5.

CorpTechs Utiliton Multitool White Mk. VI ($2000)
Equipment | Doohickey

When the White 6 came out in 2104, it was hailed as the future of skilled manual labor. Then The Freeze hit; so now it's just "the thing everyone's been using for the last 200 years". And maybe it'll still be that way for the next 200 years, too.

The Utiliton Multi-tool White comes equipped with a pair of wire cutters, an electric drill/screwdriver, an allen wrench, a tiny reciprocating saw, a can opener, a bottle opener, a USB stick with 2 GB capacity, a toothbrush, a comb, a peppermint dispenser, some nail trimmers, a nail file, a hardened plastic spoon, and a magnifying glass. It projects an area of influence for one space around you, but does not count as a hardpoint and cannot be hacked.

APSF WallFlower v 2.2 ($2500)
CAP: 1 | DAM: 0 | RNG: 1 | Equipment | Gizmo

What you can't see can easily hurt you, but what you can see probably won't. It's important to have eyes in as many places as possible—and the fastest way to cover all the exits is with the Wallflower surveillance suite. A Wallflower is a small black- dome camera measuring 2.5 inches across, which continuously provides an uninterrupted panoramic display to its master computer.

Once deployed, a wallflower camera allows its owner to see for 8 spaces around its location. Under normal circumstances it has no maximum range.

Uplink [I] 1, Limited-Use 1, Geddit, Stackable

CorpTechs Zipline ($12500)
Equipment | Gizmo

This is what you think it is. Through use of an electromagnetic projector and a few clever screws, this forearm-sized device can create a durable and tautly-secured zipline, which can move any cargo under three hundred kilos at a rate of almost two meters per second. This has made it popular with to all kinds of bandits: it's a great way to get loot out of the way, and it's fun as hell.

When you deploy the CorpTechs Industrial-Use Zipline, designate any point up to 50 tiles away from you; place a zipline token at the designated point and at your current location. You and your teammates can then move between the two locations at a rate of 20 tiles per action. Moving this way consumes a move action. You will always remain silent while doing so. While on a zipline, you count as being in cover from all enemies who may wish to attack you; conversely, all enemies count as being in cover from you. While riding a zipline, you may prematurely stop your passage and hang in place; while hanging, neither you nor your enemies receive special cover penalties from the zipline. You may prematurely detach from a zipline; if you do so, you must make a successful athletics roll, else suffer 1d6 fall damage. You may place a Storage type item and its contents on a zipline; it will automatically travel as normal without any further action. Only one person or object may ride a given zipline at a time.
Geddit

APSF Zoop Mine ($7500)
CAP: 1 | DAM: 0 | RNG: 4 | Equipment | Gizmo

The APSF "Zoop Mine" is named after what it does: when someone walks in front of it, it shoots out a big string of duct tape that wraps around them like a frog tongue, and then just sorta zoops em on over. It's great for setting up takedowns, or pulling your slowbies out of the grind.

The Zoop Mine may be affixed to any sturdy surface. It targets a straight line 6 spaces in front of it and activates whenever a character moves within this area. When activated, the zoop mine instantly pulls them to its location, then releases them. If it was the character's turn, they must successfully roll athletics, or else end their turn. A character may be pulled by any number of zoop mines per turn, but may only pulled by each mine once each turn. However far a given character is pulled by zoop mines each turn, they are uninjured and do not reach fatal velocity; if it strains the bounds of credibility that they could move a great distance in a single combat round, presume that everyone else is transfixed by their misfortune and watches with amusement until it is over. The zoop mine can only pull characters horizontally or straight up. It has no effect if placed on a floor.
Geddit

Calculators and Computers

Midnight Road Inc. Blacktop Model 5 ($10000)
CAP: INF | DAM: 0 | RNG: 5 | Equipment | Computer

A good three quarters of this job is in information. Information is what you steal, it's what you sell, it's what you need to keep from being jumped and ventilated by some hopped-up night guard.

Fortunately, the wonderful crooks at Midnight Road created something special for all this—the Blacktop Model 5, the finest Guerilla computer ever developed. The beauty of the Blacktop 5 is that it is not strictly a computer, but rather a small colony of nanobots, which can be leashed to a laptop of your choice. While dormant, these nanobots arrange themselves into the form of a tacky but otherwise harmless RGB light array. On command, they power up and migrate into the device, load the Blacktop Firmware, and encase it in a stylish-as-hell bulletproof casing—making even the most useless beater laptop into a criminal contraption con carne.
Processing 5

CSC Comdom-6 ($15000)
CAP: INF| DAM: N/A | RNG: 10 | Compact | Computer
In 2126, the CybeSsects Conglomerate won Furnishing/Tools' inaugural corporate war. Anointed by the Billy-3 Allahgorithm, they were given the rights to print the Comdom-6, the RPAs' portable computer of choice. Mounted on a black rubber glove that easily and snugly fits over almost any forelimb, the Comdom uses a complex motion sensor instead of an analog keyboard. Though it's most famous as a cop's computer, any hacker worth having can jailbreak this baby into a cyberwarfare superweapon.tg
Processing 3

CSC ComDom-7 ($25000)
CAP: INF | DAM: N/A | RNG: 15 | Compact | Computer
The CyberSects ComDom-7 is a relic from back when the Allahgorithms were still learning themselves. Even though it's a strict upgrade over its predecessor, the Comdom- 6 was never phased out of production; for some reason, Billy-3 decided there should be tandem production lines, and so there always have been. Centuries later, both of them keep selling.

Probably they always will.
Processing 5

Commandante 6400 ($2000)
CAP: INF | DAM: 0 | RNG: 0 | Equipment | Computer

It weighs forty kilos, it's made of plastic, it sounds like a rocket taking off, and its screen only displays two of the three primary colors. It's the Commandante 6400: one of the oldest computers still on the market. With a paltry 124 gigabyte memory and 4.2 GHZ processing speed, these old lugs can barely run a game of Uberpong. That being said, at least they're cheap and portable...and isn't that what matters?
Processing 1

Programming Gun ($6500)
CAP: INF | DAM: 0 | RNG: 25 | Equipment | Doohickey
Like most hacker-adjacent doohickeys, this thing has multiple names, some more technical than others. The stupidest and most descriptive of these is "Programming gun": this contraption here broadcasts an SHF Frequency that allows you to interface with wireless devices you point it at, even very far away ones, as long as there's a direct line of sight.

The Programming Gun may be used at no action cost. When you use it, target it like an ordinary weapon. Until your next movement action, your area of influence extends in a straight line to your target.

Hackmate QThousand Slicing Tool ($10000)
Equipment

Odds are you didn't become a hacker because you're just broke out in love for meatspace. When it comes to the Running/Sneaking/Shooting part of this job, most hackers are out of their depth—so they delegate, with a Hackmate.

The Hackmate Qthousand can be inserted manually into any hackable object to which the user is adjacent. Doing so grants all allied hackers physical access to the device, regardless of distance, until it is removed. Anyone standing adjacent to the hacked device can remove it at no action cost.

Ready Router ($4500)
CAP: 1 | DAM: 0 | RNG: 3 | Equipment | Gizmo

The ready router's application is simple: affix it to a smooth surface of your choice, tune it to your computer's signal, and leave. Try to put it where nobody else can find it.

After it is deployed, your Area of Influence extends to the Ready Router's blast. It does not count as a hardpoint and cannot be hacked; but any adjacent character may spend an action to disable it.

Stackable, Limited Use 1, Blast 3, Geddit

Computer Programs

Amplify.exe ($22500)
Processing cost: 3/Turn

While numerous augmenticians have attempted to build a "pain button" implant, pain by itself simply isn't very effective without the psychological element of an external afflicter. Amplifier programs are the closest thing available: they intermittently duplicate the transmission of pain signals already traveling through an artificial spine, increasing the pain felt by its victim without triggering its nociceptor cutoff.

Amplify.exe can only be installed on an External Back augment. While installed, all things which deal damage to the victim, deal 1 additional damage.

Ants->Pants.exe ($12500)
Processing Cost: 2

Most people with external leg augments won't actually be wearing pants, but there's not many better ways to describe what this hack does. By repeatedly torquing the target's actuators, this forces the victim to make a choice: run, or your knees explode.

Ants->Pants.exe can only be installed on external leg augments. While installed, the target must roll grit at the beginning of their turn; on failed roll, they must take a move action that ends with them at least 5 spaces away from their current location. If they do not, the target takes damage equal to their athletics.

Programmers do not deserve rights

Name.exe	Processing Cost	$$$$
Amplify	3/Turn	22500
Ants->Pants	**2**	**12500**
Blind	3/Turn	15000
Boddie	**1/Turn**	**16000**
Boilphrog	4/Turn	27500
Cleanse	**X**	**7000**
Clap	1/Turn	7500
Culkin	**1**	**8500**
Compound	1/Turn	14000
Digistructure	**5**	**2500**
DYen	2/Turn	22000
Evans	**2/Turn**	**13500**
Hitchcock	3	3500
Hotfoot	**1/Turn**	**9500**
Memes	2	15000
Mindhack	**1**	**7500**
No	1	1500
Nothing	**1**	**500**
NSA	2/Turn	7500

Blind.exe ($15000)
Processing Cost: 3/Turn

There's a hundred and one reasons to refuse eye augmentation for long as you can—most people only get them in-utero or in prison. Someone being able to straight-up turn them off is just one of many.

Blind may be installed on any external eye augment. As long as it is installed, the victim cannot see anything that is not directly adjacent to them.

Boddie.exe ($16000)
Processing Cost: 1/Turn

The invention of the Boddie was a work of demented genius: it's far too complex to be accurately explained here, but what matters is that it lets you "donate" some of your brain power to the nervous system of a person standing next to you, to give them enhanced reaction times.

Boddie.exe may be installed in any external back augment. If 2 characters with boddie.exe installations are standing within 3 spaces of each other, one may "donate" their action to the other: either refusing to take an action on their current turn, or forgoing on an action on their next turn. On the next turn after the donation, the recipient may completely ignore a single instance of any penalty, of their choice.

BoilPhrog.exe ($27500)
Processing Cost: 4/Turn

One of the easiest ways to deal with a cyborg is to disable an augment's soft temp regulators, causing it to gradually build up heat. While this will eventually trigger the hardwired failsafe, a competently-made BoilPhrog program delays this as long as possible—ideally, badly damaging the victim's internal organs.

BoilPhrog.exe can only be installed on an External Chest augment. Every time the victim takes an action, they take 1 damage, directly to their health, for every action they have taken since BoilPhrog was installed.

Name	Processing Cost	$$$$
Omniscience	**3/Turn**	**5000**
Overheat	2/Turn	1000
Punchpull	**2**	**8500**
QQIRL	4	21000
QWOP	**2/Turn**	**11000**
RDM	4	18000
Shortout	**3**	**9500**
Sissyhypnobrainhack	5	35000
Skillcap	**0**	**25000**
Skinbook	3	2500
Snootle	**2**	**15000**

Cleanse.exe ($7000)
Processing Cost: X

Even the best hackers are slow on the draw from time to time. When that happens, a cleanser program is all you need to un-fuck the situation: it dumps everything from the system that wasn't there five minutes ago. If done well, you don't even reboot.

Cleanse.exe can be installed on any hardpoint, even ones you do not control. When installed, cleanse.exe uninstalls all other programs on the hardpoint, and then uninstalls itself. Its processing cost is equal to the processing cost of all other programs installed on the hardpoint, +2.

Clap.exe ($7500)
Processing Cost: 1/Turn

Paladins don't always work alone; and when you catch a whole squad, then ho-lee-fuck do you need a Clapper: this augment goes on most robospines and disables the regulator on the anchor gyro, causing it emit a negative charge. If two guys running Clap.exe stand next to each other—POW!

Clap.exe can only be installed on external back augments. When two characters who both have clap.exe installed on them take a move action that ends with them standing within 3 spaces of each other, they take damage equal to each other's grit. This may only happen to each character once per each move action taken. If a character is eligible to take damage from multiple sources of clap.exe, they only take damage from the one which would do the most damage to them.

Culkin.exe ($8500)
Processing Cost: 1

There's some oldschool toons who will tell you that you're not in the business until you've slammed a door in someone's face so hard it pancaked. Since a lot of doors these days are the whooshy Star Trek kind that you can't really slam all that well, plenty of youngins use a Culkin—it hijacks an automatic door's motor and propels it with way too much force, right as someone is walking through it.

Culkin.exe may be installed on any electronic door. The next time a character who is not explicitly allied with the hacker crosses through the door, it slams in their face, dealing 1d6 damage and ending their movement action.

Compound.exe ($14000)
Processing Cost: 1/Turn

There is no simpler piece of augment malware than this one: Compound keeps a log of all processes called since its installation; so every time the augment runs a program, its filesize balloons, leading to HCF without ever triggering automatic memory flush.

Compound.exe can be installed on any external augment. Every time a program other than compound.exe is installed on a character, they take 1 damage directly to their health for every instance of compound.exe installed on them.

DigiStructure.exe ($2500)
Processing Cost: 5

Digistructure program uses a complex series of spatial recognition and geometric models to accurately locate the load-bearing points of any given building. It's as simple as firing the program up and giving your computer's on-board camera a good look at your surroundings, and you're off to the races! "The Races" in this case being "blowing things up, with bombs".

When using Digistructure, make a hacking roll. Upon a successful roll, structural weak points in the room are revealed to you.

DYen.exe ($22000)
Processing Cost: 2/Turn

DYen is the culmination of decades of meticulous research and experimentation across thousands of bodies—but on paper it's as simple as this: it makes your arms move like a professional martial artist, so you can punch people real good.

DYen.exe may only be installed on external arm augments. Once per turn, the target may reroll a single clash die, including the success die.

Evans.exe ($13500)
Processing Cost: 2/Turn

This is a program that, in the simplest possible terms, was created to do evil work. It serves no purpose other than to propagate misery, which it does quite effectively by hijacking the most traumatized nanites in an augment, inducing them to its coolant stream, and overclocking it—it's like aerosolized AIDS.

Evans.exe can only be installed on an external chest augment. When the victim is incapacitated, all characters within 2 spaces of them gain poison, bleed, and burning equal to that affecting the victim.

Hitchcock.exe ($3500)
Processing Cost: 3

There are certain ethical and practical concerns surrounding Hitchcock-type programs—not because it makes birds attack someone, all's fair in war. Rather, the sound it makes is offensive to sapient birds and avian-adjacent life forms, who may rip you a new one right after.

Hitchcock.exe can only be installed on a Mercury Messaging Comms system or AMind Radio System augment. When installed, the victim is attacked by several small birds, distracting each of their senses for 1d3 full turns; or 1d3*6 seconds if combat has not been engaged.

Hotfoot.exe ($9500)
Processing Cost: 1/Turn

Overclocking your leg augments tends to be more dangerous than overclocking most others: legs run hot by default, and with all the weight on them, a single imbalance can lead to snapped tendons, torqued knees, and faceplants. But it's worth it for certain situations: a hotfoot will raise your speed past the normal limit of your augment and push you into competition with some vehicles.

Hotfoot.exe may only be installed on external leg augments. During their move actions, the target may move a number of additional spaces equal to the hacker's hacking score. However, at the end of each movement action, the target must roll grit at a penalty equal to the number of additional spaces moved; and if they fail, take half that much damage directly to their health.

Memes.exe ($15000)
Processing Cost: 2

Memes.exe is a spam program designed to fuck with police AR displays. If you are seen at a bad moment, memes.exe can quickly flood their AR with popup windows of JPEG files from popular websites. In more stressful circumstances this will cause them to shut down their AR and engage pursuit; but when employed in a peaceful environment, this usually serves only to focus their attention elsewhere Usually.

When you have memes.exe installed, you may roll hacking whenever an enemy makes a suspicious person roll. If you succeed, you may force them to reroll.

Mindhack.exe ($7500)
Processing Cost: 1

When you're locked in a battle of wits, the easiest way to win is to distract and frustrate your opponent until they throw up their hands and walk away. Enter the Mindhack program: the excitingly- named but disappointingly mundane program which floods your enemy with spam messages. If you can't beat em, annoy em.

While you have Mindhack.exe installed on yourself, anyone who loses a hacking clash against you also loses an action on their next turn.

No.exe ($15000)
Processing Cost: 1

No.exe is simple to describe, while simultaneously being a clever feat of computing. By employing a bleeding-edge algorithm, No.Exe is capable of analyzing the random inputs of code-cracker programs and predicting their next guess with near 40% accuracy. In the event that it predicts a breach in your defensive network, No.exe will instantly alter your encryption keys, thus averting disaster. In theory. In practice, it's a very finicky process that has a lower-than-likely chance of working.

When you have no.exe installed, you may roll hacking at a -6 penalty when you fail a hacking Clash. On success, reroll the clash. You may only use no.exe once per clash.

Nothing.exe ($500)
Processing Cost: 1

Nothing.exe can be installed on any external augment. After installation, it does nothing. It then uninstalls itself.

NSA.exe ($7500)
Processing Cost: 2/Turn

It's a wiretap like any other one and there's not much more to say about it. At this point people have been using the same zero-day for so long that people are starting to wonder if it's a feature.

NSA.exe can only be installed on a Mercury Messaging Comms System or AMind Radio System augment. When installed, the hacker can hear all communications passing to or from the device, but cannot alter them in any way.

Omniscience.exe ($5000)
Processing Cost: 3/Turn

While Omniscience doesn't actually make you omniscient, it does give you the next best thing. Omniscience is compatible with most eye augmentations or third-party augmented reality glasses—which, in brief, allows you to share your allies' vision. This can be an invaluable tool for snipers, artillerymen, or infiltrators—for obvious reasons.

Omniscience may be attacked on any eye augment. While installed, you share fields of view with the target. This does not necessarily give you line of sight to the enemy, but does allow you to attack them with Artillery weapons.

Overheat.exe ($10000)
Processing Cost: 2/Turn

Getting an augment to fatally overheat is actually pretty hard: you have to jam it in blue mode, overtorque the joints, cause a manifestor overflow, and keep anyone from hitting the manual release latch, all at the same time. But if you can actually pull it off? Hot diggity damn, you can make a guy's eyeballs catch fire—and that is worth striving for.

Overheat.exe may be installed on any external augment. Every time the victim uses that augment's function, they or an adjacent ally must roll hardware; if this roll fails, the augment is disabled until the end of the encounter and the victim takes damage equal to 10 minus their hardware score.

Punchpull.exe ($8500)
Processing Cost: 2

Nerds spend a lot of time getting punched. Naturally, one of the first widespread augment hacks was an actuator snapback exploit, or "punch puller", which causes someone to abruptly stop kicking your ass.

Punchpull.exe may only be installed on external arm augments. The next time the target wins a clash, they must choose "clash continues" from the victory table. Punchpull.exe then uninstalls.

QQIRL.exe ($21000)
Processing Cost: 4

An Involuntary Suicide Program—of which this is one of many—causes your robot arm to grab a firearm, place it against the side of your head, and fire. According to a 2390 study at NuSassU, only 2% of involuntary suicides attempt to resist pulling the trigger. If you or a loved one are feeling Suicidal or Homicidal thoughts, call the national Sui/homicide Prevention Hotline—which, in light of recent tragedy, is now charging only 50 credits a minute.

QQIRL.exe may only be installed on external arm augments. The target must roll grit; if they fail, the target immediately makes a single attack against themselves with a short weapon from their inventory, of the hacker's choice, at no action cost. This attack automatically hits and applies all the weapon's other traits; if the grit roll was critically failed, the attack critically hits. QQIRL.exe Then uninstalls.

QWOP.Exe ($11000)
Processing Cost: 2/Turn

Though the QWOP is today a matter of grave public health concern, in a simpler time it was just a funny name for a program that made your legs go all wacky. To avoid faux-pas, call this a "lower motor function scrambler".

QWOP.exe can only be installed on external leg augments. At the beginning of their turn, or when moving over terrain which would normally require an athletics roll, the victim must roll athletics 1 additional time, at a -2 penalty. If any of these rolls fail, the victim takes 2 damage for every square they move, until the end of their turn.

RDM.exe ($18000)
Processing Cost: 4

Though Involuntary Suicide Programs are common and effective, involuntary homicide programs are much less so: there's so many more moving parts to consider, it's usually easier to just hire somebody. The closest you'll get to a functioning massacre program is this: a program that pumps someone's trigger finger while making their arm wave around frantically. The bullets might hit someone, and even if they don't it'll empty out their mag.

RDM.exe can only be installed on external arm augments. The victim must fire every single shot remaining in the last weapon they used; rolls of 1 or 10 hit an ally for the weapon's normal damage, all other shots miss. RDM.exe then uninstalls, and the augment reverts to its owner's control.

Shortout.exe ($9500)
Processing Cost: 3

If you need to disable an augment but don't have the time or error margin to try for a fatal overheat, the easiest way to do it is with one of these: by feeding a bogus internal spike to the internal thermometer you can cause an augment to flip its first-line failsafe, taking it offline for a few seconds.

Shortout.exe may be installed on any external augment. The augment is disabled until the end of its owner's next turn. Shortout then uninstalls itself.

SissyHypnoBrainhack.exe ($35000)
Processing Cost: 5

This program was developed by some unknown freak of nature, pursuant to a goal so hideous we shall not recount it here. Its function is equally disgraceful—all that you need to understand is that when properly executed, the victim of the hack becomes… *indisposed*. You must understand that using this program against another person is an act of atrocious evil—if you abuse this power,you will become every bit as horrible as the villains you crusade against.

You may use SissyHypnoBrainhack.exe against any target with an augment or item that confers the Uplink (0) trait, and is unaware of your presence. Make a hacking clash against them: if they lose, they are instantly incapacitated and are counted as an allied hardpoint. They cannot be revived until they are removed from your zone of control.

Skillcap.exe ($25000)
Processing Cost: 0

Since arm musculature was never standardized, each skillcap executable has to be tailored to the arm model in place—calculating hundreds of minute movements and adjusting them on-the-fly to produce optimal ballistic technique.

Skillcap.exe may only be installed on external arm augments. When the target makes a non-clash attack with a weapon, the hacker may spend any amount of processing power to increase the target's murder skill by half that many points, until the end of the attack. This does not take an action, but the spent processing power does not regenerate until the end of the hacker's next turn.

Skinbook v 0.3 ($2500)
Processing Cost: 3

The internet, as they say, never forgets—and with an install of Skinbook, neither will you! Skinbook is a state-of-the-art database maintained by legions of internet trolls, disgruntled spies, advanced sorting algorithms, and stalker savants, which tirelessly compiles over thirty and a half billion people's arrest records, social media activity, and anything else they let slip. This means that all you need to do is take a reasonably clear picture of your targets' face, and you can instantly know everything from their blood type to their porn habits! Some might say this is a grotesque violation of privacy and civil liberty, but we say "Oh, so THIS is where you draw the line?!"

When you use Skinbook on a target, the GM must disclose the details of their social media habits, employment, birthday, family, and pornography consumption at your request.

Snootle.exe ($15000)
Processing Cost: 2

The only surviving product out of Midnight Road's ill-fated behavioral science division, Snootle.exe causes any ID tags, AR interfaces, helmets, or the like to very briefly vibrate while emitting a low-pitched humming noise. This will distract, confound, and in some cases very drastically upset them—for about 2.5 seconds. Usually you'll want to aim this at their chest and neck augments—the closer to the head, the more pronounced the effect.

When you have Snootle.exe installed, and are interfacing with a hackable item on your enemy's person, you may roll hacking. Your target then rolls grit at a -x penalty, where x is half your hacking score. In the event that you succeed and they fail, the target loses an action on their next turn.

Con Artist's Implements: Fakes Faces, Real Results

Calling Card ($0)
Special

A calling card is a very special item and is not something to be taken lightly. It is a signature, left at the scene of your crime to let investigators know that, even though you were too careful and cunning to leave a single trace of your passage, it was most certainly you who did the crime. A calling card is what separates phantom thieves from regular crooks, evil geniuses from antisocial smartasses, living legends from minor footnotes. Calling cards are unique to each gang, and are necessarily bombastic and memorable. Your calling card can be nearly anything you want: literal calling card, with your names or insignia upon it; distinctive graffiti; a collection of your enemies' bones, or worse!

Whatever your calling card is, make it unmistakable, and unmistakably yours.

A calling card is a special distinctive sign of the players' passage—usually a small item or distinctive graffiti. Its nature, be it simple or outlandish, macabre or tasteful, must be agreed upon by the players.—there are no other restrictions except the GM's senses of propriety and plausibility.

During a downtime encounter, one player of the crew's choice may issue a calling card.

Separating the Con Men from the Con Boys

Name	SIZ	$$$$
Calling Card	EQP	500
Disposable Face	**HED**	**12500**
CorpTechs EZHair	EQP	2000
Electric Eye ID for Everything	**EQP**	**1000**
Rubber Check	EQP	2000
P4U Fullmetal Siren	**EQP**	**5500**
P4U Doomviper Lipstick	EQP	5000
Zip Cuffs	**EQP**	**500**

Disposable Face ($12500)
Head

So here's a scenario that might sound familiar: something you're tryna do would be easier if you looked like someone else, but you look like yourself. There's no way to impersonate the other person without a makeup job which would be very difficult, very offensive, or both. What's a guy to do? Why, use a disposable face, of course! Though it starts as a lump of grey putty, in the hands of a skilled programmer—or a random schlub who installed the companion app—a disposable face can become a perfect replica of anyone, from any species. Sadly, it deteriorates rapidly in open air, and even more rapidly in oxygen, so it only lasts for an hour. Make it count!

The disposable face allows you to flawlessly disguise your face, but no other aspect of your body or behavior, as any other creature's face. After being donned, the disguise will deteriorate to nothingness at the end of 1 hour, 100 combat rounds, or partial submersion in water.

CorpTech EZHair ($2000)
Equipment

Here we have the perfect complement to the Disposable face: fake hair, which can be applied at home, at work, or anywhere else! Simply say "CorpTechs Color [Desired Color] [Desired Style]" into the built-in microphone on the can, and spray it on—it instantly color and stylse your hair any way you like! If you value zyour life, don't get it in your mouth.

It does exactly what it says in the ad blurb up there. Remember: water-soluble.

Electric Eye ID for Everything ($10000)
Equipment

While the Electric Eye Group (that's us) is most famous for its ubiquitous Toonpunks' Manual, we'll do something else from time to time. Take the "ID for Everything". While This simple gadget is no larger than a phone, but it scan, and then 3d print, most widely used ID card sizes. It's easy to use: insert a genuine ID badge from any given organization into its top slot, then provide your own photograph and name. The IDFE then mints a new card for you, reproducing all the original's insignias, watermarks, invisible ink stamps, and subvisible plastic scoring; the microchip embedded in the card comes pre-loaded with a virus suite that will spoof a verified reading from all 74 of The Company's approved card verification programs. It'll be indistinguishable from a genuine ID—other than the fact that you're on it.

The EEIDFE lets you forge security credentials of any kind, so long as you have a genuine sample to copy. This can easily fool any security system, or any sapient being who does not have intimate knowledge of who is and isn't supposed to have clearance.

APSF Rubber Check ($2000)
Equipment

Let's be frank here: the face life is expensive. Whatever you don't spend on roofies, you'll probably spend on bribes. Fortunately for you, our boys at Apogee Satana are perfectly aware of your plight, and have created the handy dandy Rubber Check: this simple device is a piece of custom-built malware installed in the body of a CD wallet, which is fully compatible with normal chits and counterfeits. When hooked up to a banking device, this little beauty sends a dummy message that registers a transfer of any amount of money you want—in essence, "tricking" the device, and its wielder, into thinking they've just gotten richer. The dummy program will fall apart as soon as they take it to an official banking institution, but you'll be gone by then.

When you use the APSF Rubber Check, you can pay a character any amount of money without actually deducting any money from your inventory. This does not consume the Check.

P4U "Fullmetal Siren"Lipstick ($5500)
Equipment

It's poisoned lipstick. Comes in lethal and nonlethal varieties. Cherry flavored.

Nuff said. Tastes good! But not worth it.

P4U Sinnermon Hair Additive ($5000)

Coral King is a lumpencrim supply store, that caters to faces and infiltrators: they sell a collection of varyingly lethal poisons and paralytics, in a number of packages. One of their flagship products is the Sinnermon Hair Additive—a highly potent tranquilizer and paralytic that masquerades as a hair additive.

If you can get somebody to sniff the part of your body that you have applied Sinnermon hair additive to, they will be rendered unconscious immediately. Useful for seducing and disabling targets, or working in at the gym.

Zip Cuffs ($500)
Equipment

Comfy.

You've all been there. You're robbing a liquor store or a bank or something, and somebody keeps trying to run away and call the police. Normally, you'd have two options here: Either shoot the poor creature, or get your ass chased by the cops. But what if there was a better way? Well, there is! Zip cuffs are light, easy to use, and you can make them right there in the home. Simply wrestle your victim to the ground, insert their forelimbs into the restraining sleeves, and then pull the it tight zipperlock design—do it right and you can hobble anything sapient.

The APSF Zip Ties can be used to indefinitely incapacitate anyone who has offered you their surrender, or been compliant with a Freeze! Action for one or more turns. While incapacitated by the APSF Zip Ties, characters cannot move, attack, or use items. Any other character adjacent to a character bound with zip ties may break the cuffs by spending one action. This instantly frees the victim and enables them to act in their ordinary capacity.

Limited-use 1, Disposable, Idiot-proof, Stackable

Drone Firmware

CST Bandit Firmware ($2500)
Firmware

When CaveSearch Technology debuted the Bandit OS for their drone line, it was their first foray into military application. Despite shareholder reservation, it was a runaway success with corporate police operators for its ease of use; the following year, CST rebranded as Combat Solutions Technology and debuted the Recon and Close Combat Outside of Normal Situations line—which soon became a gold standard, and set the stage for the company's precipitous fall.

This firmware sets your drone's **murder to 8** and your **perception to 6**. If the drone makes any action which would require a hardware or hacking roll, you may use your own stats for these.

CST Panda Firmware ($1500)
Firmware
Despite its being relegated to secondary product line status after the debut of their military drones, CST continued producing biennial updates for their Search-and-Rescue and Nature Exploration product lines. The Panda Firmware is an iteration of the former, intended primarily for use in high-risk industrial settings where it was necessary to interface with complex malfunctioning machinery.

This firmware allows you to set your drone's hardware **or** software to **8**, and the **other stat** to **6**.

CST Sneak Firmware ($2500)
Firmware

CST's first product line, their nature photography drones, were designed for precise and quiet movements. If they'd just kept to that, things might've gone differently for them: they were near enough to capital's apotheosis that, in all likelihood, the robots would've grandfathered them into the calculations. But the board dreamed of bigger things, and ordered the foolish foray outside their niche. It cannot really be said that greed was their undoing. They were simply abiding by the logic of the world at the time—nobody knew the whirlwind was at hand.

This firmware sets your drone's **stealth to 8** and **perception to 6**. If the drone makes any action which would require a hardware or hacking roll, you may use your own stats for these.

Drone Chasses

CST Bertrand Chassis ($15000)
ARM: 12 | Plasteel | Chassis

The largest man-portable UIV on the market, the Bertrand weighs a whopping 36 kilograms—resembling a miniature tank more than a conventional "drone". It has an internal combustion engine, with a maximum land speed of 15 kph, and 4 millimeters of plasteel plating. It's a terrifying presence in any small-arms engagement. Ironically, perhaps unsurprisingly, CorpTechs used a great number of them in the siege which finally broke CST's security forces.

Drones built on a Bertrand chassis are making use of a can be heard as soon as you turn it on by any enemy the GM deems reasonable.

CST Cooper Chassis ($3500)
ARM: 3 | Plasteel | Chassis

The Cooper 2300 was CST's final design—first released in 2110, and then re-released every decade since. It's hard to say whether it was the thing that put the wheels in motion, or if things were already underway—The Company had already started obscuring history by then, but WHEE hadn't started recording it. What's certain is that two weeks after the Cooper debut, CorpTechs, CSC, and DivSys all declared joint war on CST. The inevitable happened.

Drones built on a cooper Chassis are completely silent and are not detected when they move into an enemy's hearing sense.
Flying

CST Nook Chassis ($5500)
ARM: 5 | Plasteel | Chassis

Originally developed by a landlord to keep tabs on potential delinquent tenants, CST purchased the prototype Nook chassis and blueprints from a tech fair in 2290—making it the only one of their current retail models that they didn't develop in-house. Its unusually blocky shape (developed to survive impacts from beer bottles, rocks, and porch gnomes) makes it more durable than most airborne drones, but it struggles to climb higher than 20 meters or so.

Drones built on a Nook chassis can be heard whenever they move into an enemy's hearing sense. However, the enemy must make a successful perception roll to visually pinpoint the drone's location.
Flying

CST Rascal Chassis ($7500)
ARM: 7 | Plasteel | Chassis

By our count, the Rascal was the first ever Hexapodal UIV to take the field—and in its 200 years of service, it's been seen in 80 different wars across 32 planets. While generally inferior to a UAV for recon, the Rascal's heavier frame and relative agility make it ideal as a portable wall, mobile weapons, or high-impact CQC platform. It used to see a lot of play in the border worlds, but the Chinese have been printing more and more high-tech weapons for their proxies—counter-drones, are the big ones. So in recent years it's really been relegated only to domestic use—SWAT teams, civil wars, that kind of thing.

Drones built on a Rascal chassis can be immediately detected any time they move into an enemy's hearing sense.

Specialty Gear

Surgical Supplies

Mediquick Nanobiotic Replacement Shot ($1500)

It is difficult to overstate the importance of augmentation to the modern combatant. Equally important was the introduction of a counter-EMP Agent, in the form of the Nanobiotic Replacement Shot. This two-part injection simultaneously repairs the robotic and biological components of a given augment, and is programmed to recognize and repair over 300 different commercially-available models. When administered by a trained professional, it can reverse the effects of an EMP in mere seconds.

At the end of the recipient's next turn, all of their disabled augments resume normal function.

Limited-use 1, Disposable, Surgical

Mediquick Splinting Kit ($1000)

Splinting is about as old as first aid itself—it's one of those essential techniques everyone needs to know. It's simple: when someone breaks a bone, you just take one or two flat objects of about that length, affix them to either side of the affected limb, and then tie it in place using some kind of cloth. Simple.

And, because this is the 24th century, there's some overengineered bullshit gadget to use that does the same thing slightly better. The Mediquick Splinting Kit is a selection of "smart" rods and fabrics, which can be folded like cloth normally, but become hard and form-retaining at the touch of a button—which is great, right up until you need to change it, or remove it, or cast it, or wash it, or…

At the end of the recipient's next turn, they are healed of all **fracture** or **cripple** injuries sustained from clashes.

Limited-use 1, Surgical

Mediquick Lazarus-in-a-Box ($10000)

For a little while there, in the 2000s, people really believed nanotechnology was gonna save all of us. When you look at the sort of things they were coming up with, it's easy to see why: the Lazzy Box is a series of 38 different self-administering deep tissue injections—capable of dissolving foreign objects lodged in the body, repairing lacerated or ruptured tissue, and mending broken bones. All you gotta do is open the box, lay it business-side down on the patient's chest, and hit the green button—and as long as they still have a pulse, no matter how badly fucked up they are, they'll be in stable condition within 5 minutes. They're used in hospitals and clinics across the world to treat trauma patients; but only ever as a last resort. See, the lazarus-in-a-box is expensive, and the treatment itself comes with a whole list of side effects, with a recovery period about as long as most of the things it can treat: shortness of breath, development of severe allergies, hemophilia, nausea—and, ironically enough, sometimes it'll just kill you.

At the end of the recipient's next 3 turns, as long as they are not incapacitated, they regain 1/3 of their HP. They do not gain a power burst at the end of the encounter.

Limited-use 1, Disposable, Surgical

Mediquick Laceration Treatment Cream ($1000)

Sometimes you need to handle many small injuries, rather than a single large one. Muscle soreness, shinsplints, bramble lacerations, stab wounds—each of all can be treated with Micro-Laceration Treatment Cream. It's a simple nanite paste that promotes clotting, scabbing, and muscle . Topically applied, it can repair a wide variety of micro-injuries; however, it's not licensed for home use, and must be applied by a trained individual—in overlarge amounts, it can block pores, cause rashes, and even result in disfiguring (but otherwise benign) tumors.

The recipient instantly regains any health lost from moving through windows or falling; unless they are incapacitated, in which case it does nothing.

Limited-use 4, Disposable, Surgical

Drugs: Rock Cocaine. It isn't cool, or glamorous, or kid stuff.

Amphetamine Salts ($10000/CH)
Equipment | Drug | Duration: 5 Encounters

Amphetamines—speed, amp, crank, BOB,—is the favored drug of soccer moms and trailer trash. Known for inducing one part superhuman energy and one-part bees-in-your-teeth crazy, this is what you take when you just want every single thing in the world to be a little jumpier.

Gain +2 bonus to all rolls you make, but attacks made against you count as having +2 to their normal damage for Amphetamine Salts' duration.

Aqua ($1500/(CH/2))
Equipment | Drug | Duration: 1 Encounter

One of the most potent laxatives ever created, Aqua's effects are often described as "explosive", "rancid", "agonizing", and "near-immediate". Fatality during unsupervised use is common.

Baseball Crank ($12000-((CH/2)*1000))
Equipment | Drug | Duration: 1 Encounter

A brutal high with matching side effects, Baseball Crank—AKA Mondophetamine—was developed for use by baseball players, but was discontinued because it makes people go apeshit insane. Later appropriated by terrorists, torturers, and podcasters.

At the beginning of your turn, before taking any other action, you must make an attack against the nearest allied or enemy character, using an equipped weapon of your choice. This does not cost an action.

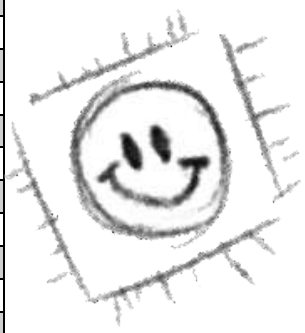
Cleaner ($5000/CH)
Equipment | Drug | Duration: N/A

Cleaner is used in trauma centers around the world to treat overdose victims. It is not to be confused with bleach, dish soap, or paint remover, which you should NOT inject into yourself.

Cleaner neutralizes the effects of any other drugs, and all ongoing damage from poison, in the user.

The Reagans are in Hell

Name	Duration	$$$$
Amphetamine Salts	5 Encounters	10000/CH
Aqua	**1 Encounter**	**1500/(CH/2)**
Baseball Crank	1 Encounter	12000-((CH/2*1000))
Cleaner	**N/A**	**5000/CH**
Crystal Meth	CH Encounters	10000/CH
Copium	**N/A**	**8000/CH**
Dialectical Materialism	(MM/2) Encounters	1000/(MM)
Exegesis	**(CH/2) Encounters**	**10000-(CH*850)**
Feelgood	N/A	5000-(450*CH)
Gobstopper	**1 Encounter**	**(2500/CH)**
Helium	N/A	(10000/CH)
Ian/Everett	**3 Encounters**	**(25000-(1750/CH))**
Jungle Juice	1 Encounter	**(10200-(1000*CH))**
Krud	**N/A**	**(12000-(1050*CH))**
Ligma	(CH/3) Encounters	**(12000-(CH*750))**
LSD	**5 Turns**	**3000/CH**
Munchkin	(CH/3) Encounters	(22500-(1700*CH))
New Coke	**(Ch/5) Encounters**	**8000-(680*CH)**
Nitrous Oxide	CH Encounters	2000/CH
Overkill	**1 Encounter**	**65000/CH**
Primer	1 Encounter	1500/CH
QWIP	**1 Encounter**	**7500/CH**
Replay	CH/2, Up to 4	30000/(CH/2)
Switchup	**Until next Dose**	**75000**
Touchdown	3 Encounters	17500/(CH/2)
Ukrainian Coffee	**CH/2 Encounters**	**12500/(CH/2)**
Vigora	1 Encounter	2500/CH
Watsup	**1 Encounter**	**9500-(500*CH)**
X-Ray	1 Encounter	($8000/CH)
Yeehaw	**(CH/3) Encounters**	**35000/(CH/2)**
Zebrazidone	(CH/2) Encounters	7500/(CH/2)



Crystal Meth ($10000/CH)
Equipment | Drug | Duration: (CH) Encounters

The bigger meaner brother of Amphetamine salts, Crystal Meth is a standby for maniacs and gangsters the world over. It ruins lives; you just gotta hope that it'll ruin your enemies' before it ruins yours.

Every time you get a KILL with a melee weapon, subsequent melee attacks inflict 2 additional damage for the remainder of the duration. Your max HP is reduced by the number of enemies you ATTACK during the duration.

Copium ($8000/CH)
Equipment | Drug | Duration: N/A

Opioids cut with a little mood magic, to ease what ails you. Popular with putzes and pundits.

When you inhale Copium, immediately negate all Fear effects currently upon you.

Dialectical Materialism ($1000/MM)
Equipment | Drug | Duration: (MM/2) Encounters

It's one helluva drug.

When you take Dialectical Materialism, choose any two characters you can see. The GM must name one cultural or economic touchstone they have in common with each other, but not you; and one thing they have in common with you.

Exegesis ($10000-(CH*850))
Equipment | Drug | Duration: (CH/2) Encounters

This insanely- illegal steroid allows a human being to cutaneously metabolize small amounts of ink, leading to brief but potent enhancements in physical and mental performance—which, as with all things ink, can very rapidly snap back on the user.

When targeted by a doodle, gain a +1 bonus to the next action you take. If this bonus reaches 4 or more, lose 1 action on your next turn. This may only happen once per turn.

Feelgood ($5000-(450*CH))
Equipment | Drug | Duration: N/A

A potent and addictive opioid, Feelgood can be used in small amounts to treat sever pains. It is a favorite of street medics because it can be administered through the skin via sanitary patch.

When you use Feelgood, you regain use of any limb which has been crippled by a clash, but suffer a -2 penalty to murder and athletics for the rest of the encounter.

Gobstopper ($2500/CH)
Equipment | Drug | Duration: 1 encounter

Though it superficially resembles an ordinary candy, don't be fooled! Gobstopper tablets contain a topical sedative, which will over-relax your vocal cords and prevent you from making a single sound. This was originally developed for use by BDSM enthusiasts, but found use among kidnappers and predators.

After sucking on or swallowing a gobstopper, you cannot speak or articulate complete words, but may grunt and screech emphatically.

Helium ($10000/CH)
Equipment | Drug | Duration: N/A

Helium does more than just make your voice sound funny—it ALSO kills you! But more than that, it ALSO makes you float like a balloon! At least, that's what the cartoons all say, and they're never wrong.

After taking helium, you can only take a maximum of 10 damage from falling, no matter the height, until the end of your next turn. Particularly vindictive GMs may still cause you to suffocate, if the fall is great enough.

Ian/Everett ($25000-(1750/CH))
Equipment | Drug | Duration: 3 Encounters

Named for the Hellsouth's famous "Lazy Genius", who some say invented it, IE is one of the finest strains of kush ever developed—known for inducing extraordinary cleverness and sloth in equal measure.

Choose 1 specialty. It gains a value of 12 until the but you must first roll grit before to using any specialty, at a stacking -1 penalty for each time you have done so.

Jungle Juice ($10200-(1000*CH))
Equipment | Drug | Duration: 1 Encounter

"Jungle Juice" is what you call a bunch of guys dumping whatever-they-have-handy into a bowl—or a needle, or a pipe. It's anyone's guess what this stuff will do. Use at your own fucking peril.

When you take Jungle Juice, roll 1d6 on the following table and apply the indicated effect.

1) Get pleasantly buzzed. No further effect.

2) Your unarmed attacks do 1 extra damage; lose 1 HP when you attack a target who is not adjacent to you.

3) Your unarmed attacks gain 1 poison whenever you take damage during this encounter.

4) You must roll athletics at the beginning of every move action, or else immediately end the action. You may move 5 spaces further than normal.

5) One skill of your choice increases by 1 point for every other drug affecting you.

6) Roll another D6. On a roll of 6, collapse to the ground and die, making miraculous recovery rolls as normal. On a roll of 5 or lower, gain a power burst.

Krud ($12000-(1050*CH))
Equipment | Drug | Duration: CH/2 Encounters

Ooh, you don't wanna do that. Nobody knows what all is in this strange purple solid—Grapes? Hematite? The Grimace?—but everyone knows it's really bad for you.

Reduce all of your attributes by 2 points.

Ligma ($12000-(CH*750)
Equipment | Drug | Duration: CH/3 Encounters

So I took some Sukondees Ligma down at Bofa, you know, I thought it'd be fun to—huh? Who's Joe?

Successfully taunting an enemy also taunts every other enemy within 2 spaces of them.

LSD ($3000/CH)
Equipment | Drug | Duration: 5 turns

This venerable and time-tested psychedelic has been the muse of musicians, scientists, and poets for longer than the EU has been around; and to open oneself to it is to open the door to your innermost demons and outermost regions of conscience; to court delight and danger at once; and most of all, to get completely blasted.

When you take LSD, regenerate 3 IP each turn but suffer fear 4/10.

Munchkin ($22500-(1700*CH))
Equipment | Drug | Duration: CH/3 Encounters

While it technically has no steroid component, Munchkin can dramatically alter a user's physical abilities just by changing their perceptions of their own bodies. It is popular among troubled geniuses, and people who wish they were troubled geniuses.

Choose a skill with a value of 8 or less and a skill with a value of 4 or more. For the duration of the effect, you automatically succeed all unpenalized rolls using the former skill, and fail at all rolls using the latter.

New Coke ($8000-(680*CH))
Equipment | Drug | Duration: CH/5 Encounters

This wretchedly unpalatable brown syrup was developed in the 1990s, during the last great ink age. It is unknown if this, or its bizarre chemical structure, gave it its special ink-metabolization properties. The nature of "Old" Coke, hypothesized to be even more powerful, has sadly been lost to time.

When you are affected by any doodle, gain 2 IP.

Nitrous Oxide ($2000/CH)
Equipment | Drug | Duration: CH Turns

Nitrous Oxide—also known as laughing gas—is the only reason to visit the dentist. NiOx induces feelings of intense numbness. It takes between ten and thirty seconds to take effect, and about that long to wear off—so it's a great in-a-pinch painkiller.

Gain invulnerable [x], where x is equal to a third of the buyer's chemistry skill. Movement speed is halved. You suffer a -2 penalty to all actions.

Overkill ($65000/CH)
Equipment | Drug | Duration: 1 Encounter

Originally developed by a group of Swedish criminals as an alternative to PCP, Overkill became notorious as a combat drug after its adoption by the Thép Mới. Under its effects, users could rip entire squads apart with their bare hands. Something something rip and tear, it's not funny now that it's canon.

When you incapacitate an enemy on an adjacent space, you may immediately move adjacent to and make another attack against any enemy within 3 spaces, at no additional action cost or penalty. All damage dealt to you from 4 or fewer spaces away is doubled.

Primer ($1500/CH)
Equipment | Drug | Duration: 1 Encounter

This cheap and non-addictive party drug is often used by people in poverty to scramble their tastebuds and make their heinous diets taste better.

Makes beer taste good.

QWIP ($7500/CH)
Equipment | Drug | Duration: 1 Encounter

This drug temporarily erodes your proprioception, making it impossible to intuit your body parts' relative location. Though this is insanely disorienting for most people, a rare few minds actually find that it improves their otherwise uncoordinated movements.

While under the effects of QWIP, swap your athletics and perception skills for all things except lifting or other feats of pure strength.

Replay ($30000/(CH/2))
Equipment | Drug | Duration: CH/2, Up to 4

This drug's unique high overstimulates the user's senses and pattern recognition while distorting their perception of time. Users say it gives them the ability to see—or at least think they can see—a few seconds into the future.

Once per encounter, when it is your turn, you may undo the effects of your most recent action. You must then take the same action with a different intended effect: your doodles or attacks must target different characters or use different weapons, your movement must end on a different space.

Switchup ($75000)
Equipment | Drug | Duration: Until Next Dose

Developed in the 2200s as a replacement for HRT, Switchup is a single injection that allows the user to near-painlessly modify their sexual characteristics in a mere eight hours. Due to numerous exclusive patents on its component parts, its large-scale production is virtually impossible in developed space. Today, billions of sapients still undergo the physical and financial rigors of conventional transition.

Touchdown ($17500/(CH/2)) Equipment | Drug | Duration: 3 Encounters

Everyone deals with stress differently: some people fuck at funerals, other people take Touchdown. Also called "Otaku Uppers", this drug produces great sadism in its users—or maybe reveals what was already there.

Inflicting burn, bleed, fear, or poison on another character restores 1 HP to you. If a character is incapacitated from this, gain 3 HP instead. This does not interfere with any other healing you may receive.

Ukrainian Coffee ($12500/(CH/2))
Equipment | Drug | Duration: (CH/2) Encounters

Not actually coffee. Actually amphetamines.

Increase your move speed by 3 spaces. Gain a -3 penalty on attacks made against targets who are further than 4 spaces away from you.

Vigora ($2500/CH)
Equipment | Drug | Duration: 1 Encounter

Boner pills. You know what's up.

Wazzap ($9500-(500*CH))
Equipment | Drug | Duration: 1 Encounter

No, no, this is *Wazzap*, not *What's Up*. Wazzap is an amphetamine salt mix which enhances reflexes and aggression. Popular among video game streamers, pimps, and hitmen.

If an enemy attack misses you while you are in cover, make an automatic reaction shot against them.

X-ray ($8000/CH)
Equipment | Drug | Duration: 1 Encounter

A lot of people take this drug because they mistakenly think it gives you X-ray vision. It does not. It's called "x-ray" because repeated doses cause your veins to prominently appear through your entire body, and eventually give your blood a mild luminescent quality. Then your kidneys fail and you die. It's still used in sparing amounts by enforcers and pop stars who want to make a ghastly impression: if someone gets a good look at you while you're on this stuff, it scares the shit out of them.

Every time a clash that you are involved in continues, reduce the number of dice your enemy rolls in the subsequent clash by 1.

Yeehaw ($35000/(CH/2))
Equipment | Drug | Duration: (CH/3) Encounters

Yeehaw is a potent upper made from the alkaloids of the leaves of *Erythroxylaceae Coca Sionis*—a strain of the cocaine-producing Coca plant, which was cultivated by a dimwitted confectioner who mistook it for the chocolate-producing Cocoa plant.

When you break armor, shields, or barriers with a melee attack, you may instantly make another attack at no multishot penalty. If this attack does not incapacitate the target, take damage from the same weapon you used to make that attack.

Zebrazidone ($7500-(CH*500))
Equipment | Drug | Duration: (CH/2) Encounters

The only occasionally-legal thing on this list, Zebrazidone is a combination Benzo and Attention aid developed to help sapient herd animals adjust to life in major urban centers. It is known to help patients cultivate a sense of belonging, even in unfamiliar areas, and prevent panic or anxiety attacks.

When you suffer a fear effect, divide the effect evenly over all allies within 2 spaces of you.

It's good stuff, I swear.

Scheme work makes the dream work

Name	**$$$$**
Camera Tap	20000/MM
Camera Tap +	**60000/MM**
Inside Man	10000/MM
Inside Man +	**30000/MM**
Guard Schedule	25000/MM
Security Hole	**5000/MM**
Turncoat	10000/MM
Traffic Jam	**10000/MM**
Getaway Driver	20000/MM
Getaway Pilot	**50000/MM**

Mastermind's Menagerie
Plans, Schemes, and Inside Men

Camera Tap ($20000/MM)
Plan

This simple wiretap is usually installed as part of a "maintenance checkup" or something else innocuous, and reveals cameras in the AO. Usually installed in a power junction, it uses electricity much like sonar as it flows through wires—mapping the places where they terminate, and relaying that information back to whoever planted it there.

After buying Camera Tap, begin the job with knowledge of all camera locations and types.

Camera Tap+ ($60000/MM)
Plan

This is a more complicated and complete camera tap, which usually has to be set up from the security terminal which the cameras feed to—or else, on the cameras themselves. The extra effort and expense is worth it, though: not only does it show you where cameras **are**, it allows you to hijack the target's surveillance for your own use.

After buying Camera Tap+, begin the job with the cameras relaying their fields of view to a computer of your choice, at no PP cost.

Inside Man ($10000/MM)
Plan

An inside man is one of the most valuable things you can have. He's a cook, janitor, teller—someone else of low consequence and lower pay. He'll be happy to give you some floor plans and take a few days off work.

Begin the game with a single floor of the map revealed to you, excluding areas which the GM says are secret.

Inside Man + ($30000/MM)
Plan

A significant sum of money can get you a significant deal of help. By bribing an architect, city planning executive, or shift supervisor, you can get the whole layout of a building before having to do any actual recon yourself.

Begin the job with the entire map revealed to you, excluding areas which the GM deems *super* secret.

Guard Schedule ($25000/MM)
Plan

It's hard to be surprised if you know where everyone's going to be before they get there. Acquiring a copy of the guard schedule for your next hit will make sure you know where to be, and when to be there.

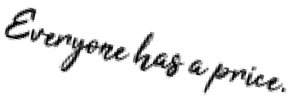
Begin the game with all guard patrols revealed to the players—either highlighted on the map, detailed on a different paper, or otherwise in a format which players can easily reference.

Security Hole ($5000/MM)
Plan

If you can't get around it, go through it. All you need to do is pay a man on-site to find the right hole in the right place, and then just waltz on through.

A single security device of your choice will not register your presence. The players may use this asset when they encounter a security device, but before it has already detected them.

Turncoat ($10000/MM)
Plan



Maybe you know where he got some pictures he wouldn't want his wife to have. Maybe you just gave him some money. Either way, the effect is the same: he's in your pocket, just waiting to show his colors.

If you engage combat, a single 1-point enemy of the GM's choice will run away instead of fighting.

Traffic Jam ($10000/MM)
Plan

There's lots of ways to cause a traffic jam. You can pay a member of the city transit authority to screw with a set of lights. You can have someone park a really big car in the middle of the street. You can just blow up the road. Get creative!

If the police are called in during this encounter, the police response timer is increased by 1 turn.

Getaway Driver ($20000/MM)
Plan

When you need to get away in a hurry, it's always a good idea to have a redundant escape point. This comes in the form of a getaway driver—a man with a spare car, who knows how to make it go real fast. Pile in and hit the gas.

When you buy getaway driver,; the GM or players may provide a token if they are so inclined. It will cease functioning if it takes 30 damage.

Getaway Pilot ($50000/MM)
Plan

Sometimes you need to beat a ha sty retreat and an escape car just won't cut it—maybe you're in a high-rise, or on a roof, or the floor is made of sharks. Either way, that's when you need a pilot— they bring their own helicopters.

When you buy getaway pilot, place a 4x6 escape zone anywhere that is not inside a building This can be done during or before an encounter; if you do this during an encounter, the arrival of the escape zone is delayed by 1d5 rounds. This escape zone is taken to be a representation of a physical vehicle, and may be targeted by enemies; the GM or players may provide a token if they are so inclined. It w nbmkv ill cease functioning if it takes 30 damage.

BOMBS!

Moloch Azazel Grenade ($10000)
CAP: 1 | DAM: 10 | RNG: 8 | Equipment | Bomb, Thrown

Nobody—but NOBODY—wants to get in the way of this thing. Developed by the Moloch company during Vietnam 2, the Meltdown Grenade is a radiochemical explosive which sears your enemies' flesh, poisons their bones, fills the air around it with lethal radiation for about 18 seconds, then becomes inert. Handle with caution or you will die horribly.

Blast 2, Radiation, Poison (Gas) 5, Contaminant 3, Stackable

C-4 Explosive ($30000/EX)
CAP: 1 | DAM: N/A | RNG: 1 | Equipment | Bomb

PXC-4—not to be confused with the USA's famous RDX-C4—is a liquid explosive compound originally developed by Shanika Moses' rebellion, in the days before the Longcoats became her paramilitary arm. It was designed for ease of production over all else, so it's not strictly as powerful as a military explosive; but it's something you can make yourself, and near-enough-easily smuggle through most urban centers.

A C-4 explosive charge can only be affixed to walls, floors, windows, and doors. It takes two actions to set up properly. With a single detonation, it may blow through three contiguous squares of a thin wall—one beneath the bomb and one on either side of it; one square of any thick wall, directly beneath it; it may punch clean through any non-blast door or shatter the entirety of a glass surface; or it may destroy a structural weak point.
Undetectable

KSM Dynamo EMP Grenade ($5000-(EX*200))
CAP: 1 | DAM: 0 | RNG: 8 | Equipment | Thrown, Bomb

When the stogies brought in some borged-up hardboys, the yankees used a soft touch: a DIY EMP, lovingly referred to as "the dynamo". You can make one of these at home with a 9volt, some magnets, and a little elbow grease. Then when you're in a jam, you can flash-fry robots, cyborgs, and guidance systems on command: just crank the strip on the side, give it a chuck, and stay well back.

Blast 2, EMP 2, Stackable

KSM HF Mk1 Frag Grenade ($10000-(EX*500))
CAP: 1 | DAM: 10 | RNG: 8 | Equipment | Thrown, Bomb

The Handifragmintir Mark 1—also known as the Brooklyn Hi-fi—was a the first postwar product by Kessler Munitions: this military-grade explosive was initially produced for the Russian interest in Vietnam 2, but was phased out due to shipping costs; it later became famous for its use in Double-Dodger-style capital punishment.

Blast 1, Pierce: Mesh, Stackable

Moloch Gas Mine ($15000/EX)
CAP: 1 | DAM: 2 | RNG: 1 | Equipment | Bomb

What kind of jank-ass landmine doesn't even kill people when it detonates? This one, which only emits knockout gas. But it's by the Moloch weapons imprint, so it corrodes your lungs after a few minutes—that's kind of their *aesthetic*.

Nonlethal, Poison (Gas) 4, Blast 2, Pierce: Plasteel

Continued on next page

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$$
Moloch Azazel Grenade	**1**	**10**	**8**	**EQP**	**BOM THR**	**Blast 2, Radiation, Poison 5, Contaminant 3, Stackable**	**10000**
C5 Explosive	1	N/A	1	EQP	BOM	Unique, Limited-Use: 1, Disposable	30000/EX
KSM Dynamo EMP Grenade	**1**	**0**	**8**	**EQP**	**THR BOM**	**Blast 2, EMP 2, Stackable**	**5000-EX*2**
KSM HF Mk1 Frag Grenade	1	10	8	EQP	THR BOM	**Blast 1, Pierce: Mesh, Stackable**	10000-(EX*500)
Moloch Gas Mine	**1**	**2**	**1**	**EQP**	**BOM**	**Nonlethal, Poison 4, Blast 2, Pierce: Plasteel**	**15000/EX**
KSM Lightboom Flashbang	1	2	8	EQP	THR BOM	Blast 3, Idiot-Proof, Nonlethal, Stackable	12000-(EX*1000)
Molotov Cocktail	**1**	**2**	**8**	**EQP**	**THR BOM**	**Burn 5, Blast 2, Contaminant 6**	**12000-(EX*1000**
KSM Napalm Bomb	1	2	8	EQP	THR BOM	Burn 5, Blast 2, Contaminant 6	10000-(EX*750)

Gay Bomb ($2500)
CAP: 1 | DAM: 0 | RNG: 8 | Equipment

As recently as 250 years ago, homosexuality was considered a contentious topic; it was considered humorous, and even insulting, to imply that someone else was a homosexual. This brand of humor is what lead two American biology students to create the "gay bomb"—a practical joke that involves mixing giraffe pheromones, tang, and glitter into a highly potent aphrodisiac cocktail. For the next 30 seconds, anyone splashed by it will get a massively visible raging hard-on. This is often deployed in bomb form, usually at fraternity parties; and while it is incredibly uncomfortable and often traumatic for the victims, it is intensely amusing for the perpetrator.

Targets affected by the gay bomb may not target each other for any beneficial effect of any kind—including doodles, stabilization, medicine, surgery, pulling them up off of a ledge from which they have recently fallen, or anything else that is in any way even slightly conducive to their continued existence. If a beneficial effect is not targeted specifically at someone affected by the gay bomb, but is instead spread over an area, then it resolves as normal.

Blast 2, Limited-use 1

KSM Lightboom Grenade ($12000-(EX*1000))
CAP: 1 | DAM: 2 | RNG: 8 | Equipment | Thrown, Bomb

The Lightboom was KSM's idea of "less-lethal" during the Bug Hunt. It still gives you burns, it can still set things on fire, it's still phosphorus. Hearing loss is common, blindness is likely, and death is only *rare*. But it's worth noting that in the RSNM itself, this weapon is graded for export only: their police oversight ministry long ago classified it as a form of brutality, unacceptable for Manhattan citizens.

Any enemies caught in the blast radius of a Kessler Lightboom grenade may not make any reaction shots until their next turn.

Blast 3, Idiot-Proof, Nonlethal, Stackable

Molotov Cocktail ($5000-EX*500)
CAP: 1 | DAM: 2 | RNG: 8 | Equipment | Thrown, Bomb

Explosives are expensive. This is an inconvenient but inalienable fact of the life—*unless* you use one of these little beauties. The molotov cocktail is a centuries-old explosive for a badnik on a budget: a bottle full of stuff that'll stick to you and burn. While the blast isn't really powerful, it is really, *really* hot.

Blast 2, Burn 3

KSM Napalm Grenade ($10000-EX*750)
CAP: 1 | DAM: 0 | RNG: 8 | Equipment | Thrown, Bomb

While Molotov cocktails are perfectly fine for setting people on fire, the quick-burning flame is ineffective as an area denial method: for that, a more specialized unit is required. The Kessler Munitions Napalm Bomb is one such unit. This baseball-sized beauty disperses half a liter of napalm over an area roughly the width of a large hallway, then cooks it off. The flame burns with remarkable heat for about half a minute, then fizzles out. The ideal thing to deny an advance from zombies, mutants, fanboys—anything running at you.

Burn 5, Blast 2, Contaminant 6

KSM Napalm Mine ($9500-EX*750)
CAP: 1 | DAM: 0 | RNG: 8 | Equipment | Bomb

Sometimes you gotta set someone on fire, but they're a little ways away from you and won't be here for a few minutes. So you use one of these. Another KSM product only graded for export to the outside world—and Staten Island.

Burn 5, Blast 1, Contaminant 6, Limited Use: 1, Geddit

Name	CAP	DAM	RNG	SIZ	TYP	TRAITS	$$$$$
KSM Napalm Mine	**1**	**2**	**8**	**EQP**	**BOM**	**Burn 5, Blast 1, Contaminant 6, Limited Use: 1, Geddit**	**9500-(EX*750)**
KSM Paesano Trip Mine	1	6	0	EQP	BOM	Blast 3, Pierce: Mesh	8000/EX
APSF Smoke Grenade	**1**	**0**	**8**	**EQP**	**THR**	**Unique, Blast 3, Limited Use: 4, Idiot-Proof, Contaminant 4**	**3500-EX*100**
KSM Whizpop Grenade	1	0	8	EQP	THR BOM	**Blast 2, Idiot-Proof, Stackable**	**6000-EX*500**

KSM Paesano Trip Mine ($8000/EX)
CAP: 1 | DAM: 6 | RNG: 0 | Equipment | Bomb

When the RSNM irregulars began seeding Brooklyn with IEDs, they relied on KSM's "Paesano" tech to make it safe for use around civilians: the trigger was hooked up to a microphone and auto-disabled for 8 seconds in the presence of an authentic "Ey I'm walkin ere". These days the IFF system is more complex, but it's still the perfect ambush tool.

The Kessler Munitions Paesano Trip Mine will trigger whenever any non-friendly individual passes within 2 squares of it. Beware of collateral damage.

Blast 3, Pierce: Mesh

APSF Smoke Grenade ($3500-EX*100)
CAP: 1 | DAM: 0 | RNG: 8 | Equipment | Thrown

In this business, you gotta move fast and under cover. Enter one of the old standbys: the APSF Smoke Grenade distributes a cloud of thick smoke over the target area, blocking off line of sight through it. This can be used for repositioning, to escape superior forces, or to spring an ambush of your own.

Any square hit by the Smoke Grenade's blast is filled with smoke for the duration of the effect. This smoke blocks line of sight to anything not immediately adjacent the affected space.

Blast 3, Limited Use: 4, Idiot-Proof, Contaminant 4

KSM Whizpop Grenade ($6000-EX*500)
CAP: 1 | DAM: 0 | RNG: 8 | Equipment Thrown, Bomb

These flashbangs are a smaller, cheaper version of KSM's lightboom model, graded for domestic usage. When it's vitally important to clear a room without unchecked damage—hostage situations, bomb defusals, surprise parties gone awry.

Any enemies caught in the blast radius of a Kessler Whizpop Grenade may not make any reaction shots until their next turn.

Blast 2, Idiot-Proof, Stackable

Weapon Modifications

APSF BM-47 Briefcase ($12000-(WS*1000))
Modification [Special]

As much fun as it is to carry large firearms everywhere, they do tend to draw lots of attention. That's bad—*but* there is another way. APSF's engineers have, through a combination of high technology and willful ignorance, created a way to load it basically any firearm on the market with enough springs and hinges to make it fold down to briefcase size. While this isn't perfect—the weapon will come apart if abused—it's better than letting it all hang out like somebody's ugly parts.

The APSF Folding Modification and Briefcase can be applied to any long weapon. While equipped, said large weapon loses the dead giveaway trait. However, once you whip it out, it will require some time to erect: you will have to spend two whole actions getting it to full size again.

S/W FW-21 Compensator ($20000-(WS*1000)) Modification [Barrel]

The distinctively-christened Fairy Whisper is a carefully-crafted angular compensator, the most striking feature of which is its prodigious size: it makes the weapon front-heavy and unwieldy in close quarters; but with seven different vents across five different facings, it redirects the force of a weapon discharge rather effectively.

The S/W FW-21 Compensator can be attached to any weapon which exclusively has the bullet type. While installed, the user can multishot once with the equipped weapon each attack, at no penalty—as long as the target is within half their weapon's effective range, or 8 spaces, whichever is shortest. While it is equipped, you cannot absorb any kind of clash made against you, and roll one fewer dice than normal both to clash and evade enemies.

Continued on Page 135

Name	Location	$$$$$
APSF BM-47 Briefcase	**Special**	**12000-(WS*1000)**
S/W FW-21 Compensator	Barrel	**20000-(WS*1000)**
KPC Duelist's Magnegarde	**Utility**	**12500-(WS*600)**
KSM Heartseeker Bayonet	Barrel	**10000-(WS*500)**
CorpTechs ID Tagger	**Utility**	**5000/WS**
TBM 21-0 Laser Pointer	Optics	**12500-(WS*500)**
S/W Pathfinder Optics	**Optics**	**10000-(WS*250)**
TSD QuickCatch Red Dot Sight	Optics	**10000-(WS*250)**

KPC Duelist's Magnegarde ($12500-(WS*600))
Modificaition [Utility]

The duelist's magnegarde is a rather unusual modification for melee weapons, consisting entirely of some insulated wire, two bars of nickel, some L-braces, and a small battery. It's a low-yield electromagnet, which can be affixed to a haft, a blade, or even a gauntlet; and thereafter powered for a very brief period. This can be used to sharply yank incoming swords, axes, or what-have- you, with enough force to throw off the aim of the person wielding them. Unfortunately, due to the small size of the battery—a requisite for maintaining the balance of the weapon, unfortunately—this can only be activated for about half a second at a time, making it effective only at distracting, but not disarming.

The Kapricorn Duelist's Magnegarde can be affixed to any weapon with the melee type. While a weapon with the Kapricorn Duelist's Magnegarde is equipped, you may force any attack made against you with a melee-type weapon to become a clash.

KSM Heartseeker ($10000-(WS*500))
Modification [Barrel]

The Heartseeker Bayonet is a decoratively-named device with a wonderfully simple application: specifically, it's a knife about the size of a gardening shovel, which you affix to the end of your rifle of choice. Then, when the enemy approaches and attempts to stab you, you stab them instead.

The Kessler Munitions Heartseeker Bayonet can be attached to any long weapon without the melee or throwing types. While it is attached, and you are currently using that weapon, you do not suffer any penalty while clashing against enemies with melee weapons. However, this weapon cannot be held in any item space other than your character's first Long Weapon space, and not in any long weapon space conferred from other items or abilities.

CorpTechs ID Tagger ($5000/WS)
Modification [Utility]

Sometimes, you really don't want people touching your shit. While you can usually get by with a polite request or a nice length of barbed wire, sometimes the would-be stuff-toucher simply will not be deterred by conventional means. The CorpTechs ID tagger is a simple biometric scanner, which comes in many varieties for many uses. In the event that the ID Tagger detects an unauthorized individual, triggers will lock, blades will be dulled, and energy conduits will cease to function. In brief, a CorpTechs ID Tagger prevents people from using your stuff. But, more than that, it can *also* serve as a wi-fi hotspot—and *that's* what makes it popular to people like us.

The CorpTechs ID Tagger may be fitted onto any long weapon. While it is your active weapon, projects a hacking area of influence 5 squares wide around it. Nobody but you and people you explicitly authorize before the start of an encounter may use that weapon so long as the ID tagger is equipped; however, the tagger may itself be hacked, rendering the weapon unusable to people of the hacker's choice.

TBM 21-0 Laser Pointer ($12500-(WS*500))
Modification [Optics]

The TBM 21-0 laser pointer is a high-powered aiming light which can produce an infrared light beam approximately one millimeter wide—ideal for target tracking in close quarters. The 21-0 is a marksman aid widely seen during civilian and sport shooting, notable most for its bright fluorescent pink light; however, most operators prefer to use the infrared light emitting model that is common among professional operators, for reasons that should be obvious to anyone who's ever aimed a gun at someone and didn't want them knowing.

The laser pointer can be attached to any weapon without the throwing, melee, or doohickey types. Attacks made at a range of 4 squares or less receive a +2 bonus to hit. Attacks made at a range of 6 squares or greater suffer a -2 to hit.

Pathfinder Optic System ($10000-(WS*250))
Modification [Optics]

For a guerilla, sniping is more than an attack of opportunity. It's your bread and butter—the backbone of your offensive. It's how you take out vital supplies, and people, with minimal risk to yourself. Since they don't always have the luxury of a spotter, a lot of revolutionary snipers rely on things like the Pathfinder—a rangefinding computer which can be easily fitted with a number of homemade programs and modules to calculate range, wind, barometric pressure—everything you need to set a record. Unfortunately, it *is* quite bulky, which makes it difficult to wield in close quarters.

The Pathfinder Optic system can be mounted on any long weapon. This allows you to ignore the penalty that is normally applied to shots made outside of your effective range, up to what would normally be considered your maximum range.

However, shots **within** your effective range will suffer a -4 penalty.

TSD Quick-catch Red Dot Sight ($15000-[WS*250])
Modification [Optics]

Optics is a complicated business by itself, and it is only made more complex by the introduction of firearms to the mix. The ideal rifle sight lens has to accurately highlight the predicted location of a shot, without obscuring the view; and the frame has to be durable enough to survive the wear of combat, but modular enough to be removed and reattached, but also be slight enough to avoid blocking off the shooter's eyeline. Some modern sights even include things like compasses, range markers, or light emitters. Then on the other end of the spectrum, you have the Quick-Catch red dot sight: which consists of a single lens, within which a red dot is painted, which approximates where the bullet will go. It's so easy to use, your grandma can accurately shoot from the hip...right before the recoil breaks it.

Can be attached to any weapon without the melee, throwing, or dookhickey types. When making a reaction shot, if the shot is successful, you may make another one. Other multishot penalties and rulings apply in addition to any already sustained.

WD-01 SimLimb Rig ($18500-[WS*950])
Modification [Special]

So imagine this: you're pinned down in the public park, Ryan's runnin late, and your enchou just caught one to the sternum. Now you gotta chuppa this poor full all the way to the giddy; and this right here is when you want a SimLimb. Not to be confused with an *artificial* limb, a *Sim*Limb is a mechanized platform—usually a sphere or hemisphere—hooked up to a camera, a gun, and your brain. The platform goes down—sometimes on a tripod, sometimes on a gecko grip; camera goes on; and the platform rotates and pivots to mimic the motions of a hand and wrist. End result: you can now provide suppressing fire, to cover yourself. It's a perfect gedder for evacs, ambushes, and flanks.

The SimLimb Rig may be attached to any short or compact weapon that does not have the **simple** trait, or any weapon with the **targeting software** trait. allows you to place the weapon on any space adjacent to your character. While deployed, SimLimb weapons are treated as allied computers, and can be hacked or neutralized. During your turn, you may spend a single whatever action to fire the weapon at any enemy within its line of sight, or enter the weapon into guard mode.

Attacks made with a SimLimb weapon use the same skill that the weapon would ordinarily use. Weapons mounted on SimLimb rigs cannot reload themselves, but may be reloaded by you or any adjacent ally at the ordinary action cost. SimLimb weapons can be targeted like other characters; they are instantly disabled if they are successfully attacked by any weapon with the EMP trait, or the Melee damage type. Weapons which do not have the melee type will disable a SimLimb weapon on a critical hit. Disabled SimLimb weapons can still be picked up and used like normal, but cannot be deployed again for the remainder of the encounter.

Sound Suppressor ($7500-(WS*500)) Modification [Barrel]

So if you need a suppressed weapon, your best bet is to find one that has an integrated model. But if you don't have one of those—reasonable—your best move is to buy one yourself. Build your own only if you must: suppressors sell cheap and they break quickly, even when made well.

The Sound Suppressor may be fitted onto any one weapon with the "bullet" type. This weapon will gain the "suppressed", with the additional caveat that it inflicts a -1 damage penalty for every four squares between you and the target.

S/W Sharpshooter Scope ($12500-(WS*500)) Modification [Optics]

The unimaginatively-named Sharpshooter scope is an original from the S/W foundry, and it is—annoyingly—actually very good at what it does: it has sixteen different marking configurations across four different zoom levels, making it excellent for most midrange combat scenarios. Nobody really knows why those little ponies are so good at making boomsticks, but you sure can't take it away from em.

The S/W Sharpshooter Scope can be attached to any weapon with exclusively the bullet type. Attacks made at a range of between 6 and 12 squares gain a +2 bonus to hit. Attacks made at a range of 4 squares or less suffer a -2 to hit.

Shoulder Strap ($7500) Modification [Utility]

The Atlas Outfitting Shoulder Strap is as simple as weapon modifications come. It's a padded pleather strap which you affix to the stock of your weapon of choice, and then wrap around your neck. The end result being that the weapon hangs around your neck and shoulders, and when you need it you just pick it up and don't have to fish it out of your saddlebags. Handy little tool for anyone who plans on switching armaments regularly.

The Atlas Outfitting Shoulder Sling can be attached to any long weapon. While the Atlas Outfitting Shoulder Strap is installed, switching to the weapon upon which it is affixed does not incur a penalty.

Yes, even the spear. No, you cannot fly if you throw the spear while it has a shoulder strap.

Underslung Weapon ($12000-(WS*200)) Modification [Utility]

Since the invention of firearms, people have all had the same problem: they can't carry enough guns. Fortunately, there is a cure: by clever use of velcro, it is now possible to affix a tinier version of an extant weapon to any long weapon of your choice; which means that one weapon, now has the function of two! We really are living in the future.

When you buy an underslung weapon, you may affix any one of the following weapons to your long weapon. You may affix these to melee weapons if you so desire, but beware of backblast. Underslung weapons do not occupy a slot in your inventory, but you may only take one for each long weapon you are currently carrying.

Shotgun
CAP: 1 | DAM: 3 | RNG: 5 | Bullet Shotgun 2, Limited-Use: 2

Grenade Launcher
CAP: 1 | DAM: 5 | RNG 8 | Warhead Blast 1, Limited-Use: 1

Flamethrower
CAP: 1 | DAM: 2 | RNG: 5 | Chemical Burn 2, Cone 2, Limited-Use: 1

Name	Location	$$$$$
WD-01 SimLimb Rig	Special	18500-(WS*950)
LunaSea Sound Suppressor	**Barrel**	**7500-(WS*500)**
S/W Sharpshooter Scope	Optics	**12500-(WS*500)**
Shoulder Strap	**Utility**	**7500**
Underslung Weapon	Utility	**12000-(WS*200)**

Alternate Ammunition

Apocalypse Rounds ($10000/Round)
CAP: == | DAM: +4 | RNG: == | Ammo
Compatible with any weapon that fires bullets.

So you wanna commit a war crime but you're not a member of a standing army. Never fear—just buy some apocalypse rounds for your firearm of choice. Armor-piercing heads, high explosive filling, and an incendiary chaser—these bullets cost more money than most people make in a month, but ho-lee SHIT will they leave a mark on whatever they hit.

Blast 2, Burn 5, Disposable, Pierce: Plasteel

Armor-Piercing Rounds ($2500/Round)
CAP: == | DAM: -2 | RNG: -4 | Ammunition
Compatible with any weapon that fires bullets and does not have the "shotgun" trait.

Problem: sometimes people wear ceramic armor.

Solution: build bigger bullets.

Pierce: Ceramic

Beanbag Shells ($12500)
CAP: == | DAM: -2 | RNG: ==
Compatible with any weapon that has the "shotgun" trait and the "bullet" type.

Sometime in the 20th century, security innovators ran into a problem: everyone likes using shotguns, but sometimes you want to shoot somebody with a shotgun without killing them! Fortunately, a solution presented itself! Instead of loading a shotshell with bullets, you can just load it with tiny bags filled with little rubber ball- bearings!

Nonlethal

Bodkin Arrows ($12500)
CAP: == | DAM: -1 | RNG: -3 | Ammunition
Compatible with any weapon that fires arrows.

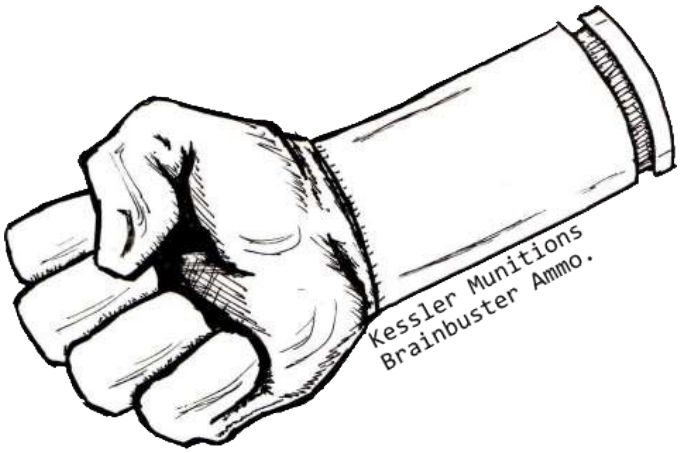
As much fun as arrows are, they have a rather alarming tendency to splinter and fall apart as soon as they hit something too hard for them to piece; or, if you're using one of the more modern steel arrows, they just sorta brush awkwardly against their targets and fall off. Lucky for us, there are many less-than-legitimate craftsmen willing to use their no-good know-how to fit your arrows with a high frequency tip—so they cut right through ceramics, at the cost of flight distance and speed.

Limited-use 8, Pierce: Ceramic

KSM Brainbusters ($1500/Round)
CAP: -4 | DAM: == | RNG: -2 | Ammunition
Compatible with any weapon that has the "bullet" type and does not have the "shotgun" trait.

Did you know that if you put a tiny rubber fist on the end of a bullet, it still works? By certain definitions of "still works", anyway.

Nonlethal



Name	CAP	DAM	RNG	TRAITS	$$$$$
Apocalypse Rounds	**==**	**+4**	**==**	**Blast 2, Burn 5, Disposable, Pierce: Plasteel**	**10000/Round**
Armor-Piercing Rounds	==	-2	-4	**Pierce: Ceramic**	2500/Round
Beanbag Shells	**==**	**-2**	**==**	**Nonlethal**	**12500**
Bodkin Arrows	==	-1	-3	Limited-use 8, Pierce: Ceramic	12500
KSM Brainbusters	**-4**	**==**	**-2**	**Nonlethal**	**1500/Round**
Bucktooth Shot	-1	==	-2	Unique	3500
Bullet Full of Bees	**==**	**-4**	**+2**	**Unique**	**11000**
EMP Shells	==	0	==	EMP 1	12500
Frag rounds	**-5**	**-2**	**==**	**Blast 2, Pierce: Mesh, Disposable**	**10000**
Hollow Point Rounds	==	+4	-4	Unique, Pierce: Mesh	15000

Bucktooth Shot ($3500)
CAP: -1 | DAM: == | RNG: -2 | Ammunition
Compatible with any weapon that has the "bullet" type the "shotgun" trait.

The bucktooth shotshell isn't officially made anymore, because it's one of the more unpleasant things you can subject yourself to: you can only fit one in a mag or else they'll cook each other off; aside the tongues are unpleasantly moist; the teeth are often grimy; it makes disconcerting muttering sounds. Imagine how much worse it must be for the guy you use it on!

The first round of a Bucktooth magazine, if it hits an enemy who is not in cover from you, does not do damage; instead it **exposes** the target.

APSF Bullet Full of Bees ($8500)
CAP: == | DAM: -3 | RNG: +2 | Ammunition Compatible with any weapon that has the "bullet" type and the "shotgun" trait.

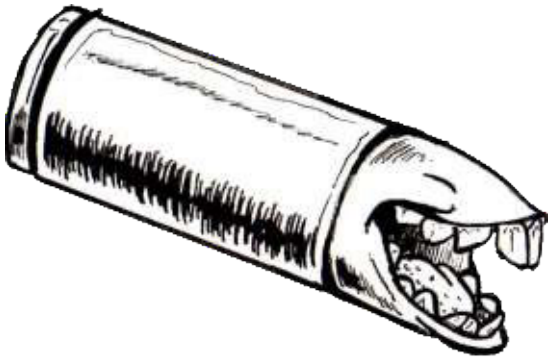
When you have one of these on your ammo belt, beauty is in your eyes.

Targets hit by the Bullet Full of Bees must roll grit. If this fails, then they take ordinary damage from the attack, and are **exposed**.

EMP Shells ($12500)
CAP: == | DAM: 0 | RNG: == | Ammo
Compatible with any weapon that fires bullets.

It's well and good and all to have explosive shells, and incendiary shells, and whatever-the-hell-else you young people load into your guns; but sometimes the only way to really give a fuck-you to technology is with a shell loaded with a single high-voltage battery! While WHEE have no idea how this thing works, we know this: if this thing hits an aug, it fucks them *up*.

EMP 1



Corptechs bucktooth shot.
Retired for obvious reasons.

Frag Rounds ($10000)
CAP: -5 | DAM: -2 | RNG: ==
Compatible with any weapon that fires bullets.

Don't get too excited, kids. These little nitro-tipped beauties don't turn your bullets into miniature bazookas. All it does is cause the bullet to fragment into a bunch of little lead shards that damage surrounding enemies. Use these to take care of clustered-up targets or dominate close quarters.

Blast 2, Pierce: Mesh, Disposable

Hollow Point Rounds ($15000)
CAP: == | DAM: +4/-2| RNG: -4 | Ammunition
Compatible with any weapon that fires bullets and does not have the "shotgun" trait.

Ah, hollow point rounds. Well-known and widely-sold, but carefully scrutinized by law:: hollow point rounds are illegal to use against other sapients, and only authorized for hunting and pest control. This is because the all- important hollow point—makes them expand on impact and do awful things to your organs.

Hollow point rounds only receive their +4 damage bonus when attacking unarmored targets. Otherwise they suffer from the -2 penalty.

Pierce: Mesh

Knockout Arrows ($10000)
CAP: == | DAM: 0 | RNG: == | Ammunition
Compatible with any weapon that fires arrows.

Calling these "arrows" is something of a misnomer. The APSF knockout arrows are actually small hobnail-sized nanite darts, which are capable of delivering a powerful neurotoxin to the bloodstream and then dissipating an instant later, leaving its victim with the impression of a particularly vicious bug bite. Unfortunately, the small size of the dart means it can be inaccurate, and does very little damage on impact.

Moreover, the poison used in most of these darts is countered if the target gets even the slightest rush of adrenaline after first contact is made—meaning it will cease to be effective as soon as you are seen.

Knockout arrows are ineffective against robotic targets.
Assassin 3, Poison 3, Limited-use 8, Nonlethal

Moloch Shatterbolt Arrows ($7500)
CAP: == | DAM: -1 | RNG: -2 | Ammo
Compatible with any weapon that fires arrows.

Moloch weapons foundry is these days best known for making prepackaged crimes against humanity; but, once upon a time, they claimed to be *mostly* selling monster hunting weapons. Most of those went out of production before the freeze; but this one stayed on the line, since it hunts men just as well.

Shotgun 3, Bleed 3

Moloch N-Arrows ($5000)
CAP: +5 | DAM: == | RNG: -2 | Ammo
Compatible with any weapon that fires arrows.

N as in "Narrow" and "Nothing else".

Poison Arrows ($7500)
CAP: == | DAM: -3 | RNG == | Ammunition
Compatible with any weapon that fires arrows.

It's an arrow, ya stick it in poison, GG EZ.

Limited-use 8, Poison 4

Soulswallower ($8500)
CAP: -2 | DAM: 2 | RNG: -2 | Ammunition
Compatible with any weapon that has the "bullet" type and not the "shotgun" or "automatic" trait.

The "Soulswallower" is a demiphyiscal projectile which integrates several antirational inquations into its architecture: it targets the part of the victim's brain which houses their personality and violently assaults it with electrochemical signals designed to suppress the ego, while amplifying extant fear and stress to cardiac disruption levels. To many people this is instantly lethal. Those strong enough to survive are often repeatedly exposed as a form of capital punishment—after suffering complete personality death, their bodies may sometimes be repurposed for labor. A rare and dangerous breed of toonpunk use it for a more harrowing purpose still…

If the target of a Soulswallower attack is affected by any fear effect, then the attack gains Pierce: Plasteel and does 10 damage.

ASPF Soulswallower round.

Name	CAP	DAM	RNG	TRAITS	$$$$$
Knockout Arrows	==	0	==	**Assassin 3, Poison 3, Limited-use 8, Nonlethal**	10000
Moloch Shatterbolt Arrows	**==**	**-1**	**-2**	**Shotgun 3, Bleed 3**	**7500**
Moloch N-Arrows	+5	==	-2		5000
Poison Arrows	**==**	**-3**	**==**	**Limited-use 8, Poison 4**	**1500/Round**
Soulswallower	**-2**	**2**	**-2**	**Unique**	**8500**

A Gaggle of Gags

Accordion Smash
Gag

Now, this gag here came after cartoons took over slapstick from vaudeville. See, flesh and blood can't do this, but flesh and ink very well can. Basically, you just hold your breath really tight, and when someone hits you really hard, instead of getting killed, get smashed so you look like an accordion and then pop back up again. It takes a little practice.

You may use this when you win or lose a clash. If you won, you may remove all of your enemy's armor instead of applying a normal result to them; if you lost, force your enemy to remove all of your armor instead of applying a normal result to you.

Anvil Drop
Gag

try bombshells. yuuv.

Alongside the pie-in-face and the comedy concussion, this is one of the three big pillars of physical comedy. You just take a heavy object—preferably an anvil, but this can also be done with a bowling ball, table lamp, or rubber horsecock; and then you drop it from a height, hitting someone in the head as hard as you possibly can. Then they die.

That's the gag.

You may use this gag against any enemy whom you are physically above. You may throw the anvil up to 3 spaces away from you. The anvil always hits its target. Roll 2d10 on impact. If the total number rolled is higher than the target's current armor, the target takes 69 points of damage.

Comedic Timing
Gag

People have been doing this gag for as long as they've been doing comedy. That's at least a few years by now, so they're pretty good. Basically, whenever something awful happens to you, or to someone near you—don't notice it, or at least pretend not to, for a few seconds. Then, REALLY notice it!

You may target any character with this gag. Any damage dealt to the target for the rest of this turn does not have any effect, and instead is "waiting". At the start of the target's next turn, they take 1.5x their "waiting" damage as a single instance. If this gag is used at the exact moment that the target moves off of solid ground and into open air, gravity does not take effect until the start of their next turn.

Comedy Concussion
Gag

This one's a tale as old as toons. It's pretty simple: when somebody hits you really hard in the head with something, you fall over backwards and you do that thing where you strum your lips with your fingers to make a "bibibibibibi" sound. Season to taste with stars or birds flying in circles around your head.

You may use this gag when you take damage from a critical hit, any hit dealing more than 6 damage, or any hit that would incapacitate you. Negate that shot. This only negates one **shot**, not the entire attack.

Costume Cutaway
Gag

This isn't exactly "physical" comedy, but there's definitely a physical element to it. It's pretty simple: someone looks at you, looks away, looks back, and you're wearing a different outfit. Proceed as planned.

You may only use this gag when no other character can draw a line of sight to you. When you do so, you may instantly replace any and every item in your loadout with any other item in your inventory. Then immediately move next to any teammate of your choice within 20 squares.

Double Take
Gag

Like comedic timing, but rapid fire. Also known in some parts of the world as the "wait, what?"

Make another attack action at no additional cost; it resolves identically to your previous attack action, including all chosen targets, all successes and failures critical or otherwise.

Exploding Instrument
Gag

Some traps always work. This is one of them. Take one xylophone, one stick of high explosives, and a screen showing the sheet music to "Those Endearing Young Charms". Comedy will ensue.

Place a xylophone on any space adjacent to you. Targets who have not been made aware of your presence, or who have but cannot draw a line of sight to any enemy character, will approach at their normal speed and play "Those Endearing Young Charms". The xylophone will explode, dealing 8 damage with **Pierce: Ceramic** and **Blast 2**. This destroys the xylophone.

Fade Down/Fade-Up
Gag

This one isn't as popular as most other gags. It requires a little prep, a lot of practice, and is definitionally the opposite of flashy. It's pretty simple: lights come down, when they come up again you're standing somewhere else, doing something else. For getting out of pickles.

Become untargetable until the start of your next turn. You can move freely through enemies and do not trigger reaction shots or any sort of trap. You may use this gag only if you have not made an attack or move action on the turn you use it.

Hurried Hammer
Gag

It's simple. Take some nails, some boards, and a smoke cloud—a few seconds of rapid motion later and you've made a nearly impregnable defense.

Designate any door or window adjacent to your position. It blocks line of sight and becomes impassable.

Infinitory
Gag

Considered by many to be the "fourth pillar" of physical comedy, the infinitory technique dates back to the earliest funny books; but it was not perfected until Onsenojoo-Sama's great work. More difficult than many other techniques, the Infinitory is the art of reaching into thin air—usually obscured from other observers—and producing an item which you own, but were not previously carrying.

Swap any number of items in your inventory with items you own but were not previously carrying, including any items in bags, dropped elsewhere in the encounter, or in a secure location.

Metahumor
Gag

Open Mouth Kiss
Gag

Doing this to people usually makes them kick your ass. Doing it someone who's already trying just makes them try twice as hard.

You may use this on any character adjacent to you. You take double damage from your target's attacks; all other damage modifiers are applied as normal. The target can only attack you, until either you or them are incapacitated. The target automatically succeeds all attacks against you unless you are in cover from them.

Pie-in-face
Gag

The third pillar of physical comedy, the pie-in-the-face never gets old and never gets any less funny. Ideally your target should be someone very fat and self-important; some kind of banker or politician. Then, after you've humiliated him, shoot him.

Expose an enemy adjacent to you. If that enemy is incapacitated before the beginning of your next turn, do not expend this gag.

Soot-in-face Dynamite
Gag

The ability to get blown up by dynamite at point-blank and survive is both impressive and practical. Normally I'd tell you to practice…but you really, *really* need to get this one right the first time.

For the rest of the turn, your own weapons and your allies' weapons do not damage you.

Sudden Sex Appeal
Gag

We're coming up on the second centennial of the body-in-a-box, but a quick glow-up still gets people rubbernecking. It's pretty simple: you're being hunted by so-and-so, you duck out of sight, you apply a little bit of know-how, and out-comes you, but now you're an astonishingly well-dressed conventionally attractive whatever-so-and-so is attracted to. They make goggle eyes, they let their guard down, and then…you *gettem*.

Use this gag only when you begin guarding. Characters who did not have a line of sight when you began guarding, who establish a line of sight to you before the beginning of your next turn, will mistake you for a beautiful and sexually available bystander; they will not attack you until you make an attack action, or purposefully break the illusion. Attacking someone fooled by this is a sneak attack.

THAT'S a Knife
Gag

This modified version of the Infinitory gag produces a slightly modified and entirely neroidal version of a ordinary item. It will exist for only a few seconds, but can be used to great effect in the proper circumstances. Also called the "knifey-spoony gag" or the "Australian handshake", this classic gag is all that remains of that once-proud nation.

Select an enemy within 4 spaces of you. Select a single weapon or item from their inventory and place a copy of it in your inventory. The copy's range, capacity, and damage are all 1 point greater than the original. The copy does not require a space in your inventory, but cannot be reloaded and vanishes at the end of the encounter.

They Went Thattaway
Gag

A convergently funny technique to the sudden sex appeal, this involves disguising yourself as the enemy and then enthusiastically helping them chase yourself. It's all in how you sell it.

Use this gag only at the end of your turn, at no action cost, while no other characters have line of sight to you. If an enemy passes within 5 spaces of you, you may exclaim "they went thattaway!" or some permutation thereof, and designate any room adjacent to your current room, or else a cardinal direction. The enemy must then move as fast as they can towards the indicated target or direction, until they are impeded by solid objects, or attacked.

Unhelpful Answer
Gag

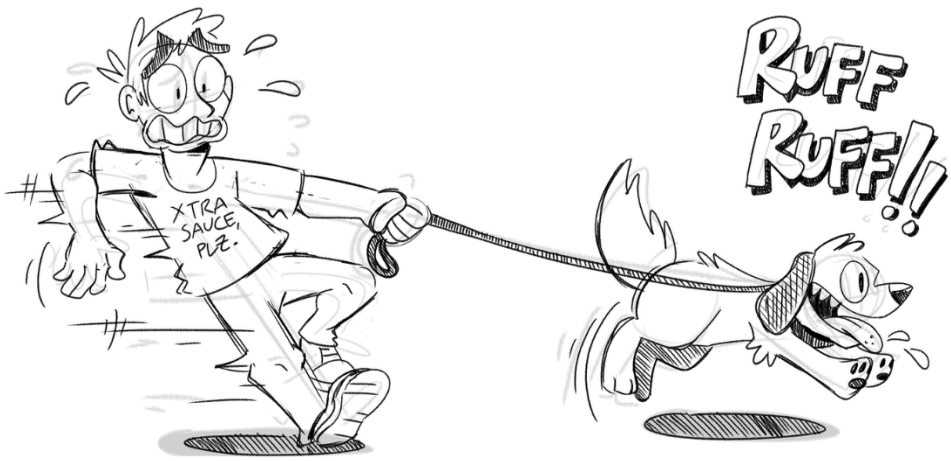
Depending on who you ask this is actually one of the easiest gags ever devised, or basically impossible. Being an entirely psychological gag, this is all about your your panache: the trick is to say something with such gusto that it imprints itself on the target's mind as unquestionable.

You may answer any question asked of you as unhelpfully as you might like. As long as the answer is a technically correct answer to the question being asked, the person asking will consider it a wholly satisfactory answer that bears no further inquiry or suspicion, and authorizes you without qualification to carry on as you were. For example, you might answer the question "what are you doing here" with "minding my own business", "Breathing and blinking", or even "committing crimes".

What's Up, [redacted]
Gag

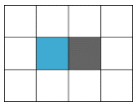
Said to be The Rabbit's ultimate technique, this is the spontaneous teleportation between places, using your enemy's mental image of you as the sole tether anchoring you to reality. Proper execution requires the paradoxical obliteration and perfect maintenance of the ego: the absolute subsumption of the self to The Ink, and then the spontaneous reconstruction of the self, untouched by eternity. To perform this feat you must be disciplined, perfectly clear of mind, utterly without self-doubt, and really, *really* funny.

Spend a move action. You may teleport to any space adjacent to any character within 20 spaces who is aware of your location, even if you cannot draw a line of sight to them. If you attack them before the end of your turn, it counts as a sneak attack. This gag costs 2 power bursts to purchase.

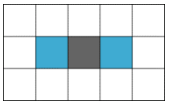


Vehicles

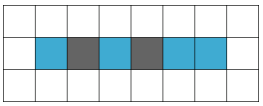
Bicycles: Fuck, I Miss Freddie Mercury



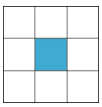
Bicycle | Land ($2500)
Land | TGH: 15 | SPD: X | MAS: 1 | CAP: 1
When you can't afford the attention that comes with a roaring motor, and don't want to make a significant financial investment, you can always settle for an old-fashioned no-frills bicycle. This is a good choice for a recon vehicle, or a disposable transport if you expect trouble.
Pedal-Operated, Bike



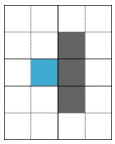
Bicycle Built For 2 ($3500)
Land | TGH: 15 | SPD: X | MAS: 1 | CAP: 2
Commonly called the "Daisy Bell", this lovely two-seater is the perfect thing for romance, music, and fleeing from angry pedestrians.
Pedal-Operated, Bike



Bicycle Built for 4 ($6000)
Land | TGH: 15 | SPD: X | MAS: 3 | CAP: 4
It's fun to ride a bicycle—who could ask for more? If you come along, that's four!
Bike, Pedal-Operated

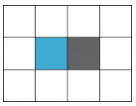


Unicycle ($500)
Land | TGH: 1 | SPD: 1 | MAS: 1 | CAP: 1
This is the worst vehicle in the game. You should not buy it unless you are trying to make a point.
Pedal-Operated, Bike

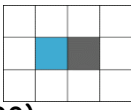


Velocipede ($3000)
Land | TGH: 10 | SPD: X | MAS: 2 | CAP: 1
The Velocipede is a larger, more ungainly, less efficient bicycle. It is ideal for 18th-century nobility, fetishists of the same, and individuals for whom the cloying tedium of life has become wholly unpalatable. Ah, but it is a rather merry time to ride along scoffing at the modern folk! Scoff, I say!
Bike, Pedal-Operated, Component: Weapon

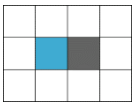
Motorcycles: Dangerously cool and also just plain dangerous



NCM Dhoom '07 Dirt ($12500)
Land | TGH: 25 | SPD: 2 | MAS: 1 | | CAP: 1
The New Calcutta Motors Dhoom '07 was developed all the way back in 2099 and has enjoyed pentannual re-releases ever since then. At some point in the 2260s the Pops-4 Allahgorithm got a little *weird* about its naming scheme and started giving some of its products incorrect annual designations, making it fairly difficult to say when a given bike came out.
Bike, Component: Tires

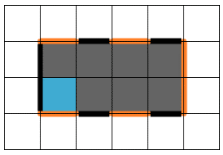


Resa Motors Dhoom 2300/02 Street ($12500)
Land | TGH: 20 | SPD: 3 | MAS: 1 | CAP: 1
The D57 Street *actually* came out in 2300; but, for reasons not immediately evident to human observers, received this strange hybrid designation.
Bike, Component: Tires



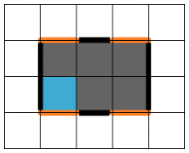
Moped ($8000)
Land | TGH: 20 | SPD: 1 | MAS: 1 | CAP: 1
Wait, this is NOT dangerously cool. Still, eight thousand cash, that's a helluva deal.
Bike

Cars: Ka-Chow



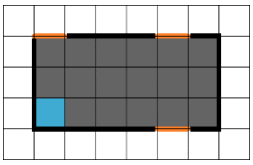
Bang Bus ($40,000)
Land | TGH: 60 | SPD: 4 | MAS: 4 | CAP: 8

If you're going cross-country and need to fit your entire squad in one vehicle, you might want to consider investigating in an old-fashioned bang bus. Also called the "Microbus" or the "Hippie van", these beauties run entirely on eco-friendly patchouli oil and the sonic vibrations produced by acoustic guitar ballads. Some might say that this is an iconic piece of Americana; most Americans would politely ask you to forget about that.
Component: Bumper



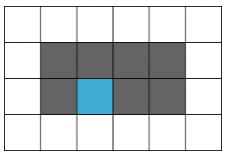
Clown Car ($22000)
Land | TGH: 20 | SPD: 4 | MAS: 3 | CAP: ∞

People might fall over laughing when you show up driving a bright yellow polka-dotted clown car, but will they keep laughing when you and your 16 buddies pour out and open fire on them? No! They'll be dead!



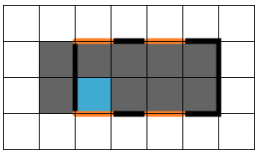
Double-Decker Doom Bus ($60000)
Land | TGH: 120 | SPD: 3 | MAS: 9 | CAP: 12

For those of you who are dealing with a zombie invasion or looking to die historic, nothing gets the job done like a double-decker bus—not your London tourist bus, mind you, but a great big bona fide battle wagon! Kit out one of these babies with some machine guns, some spikes, and a hide-a-bed, and you're ready to become a rolling riot.
Component: Armor, Bumper, Weapon Mount (x4)



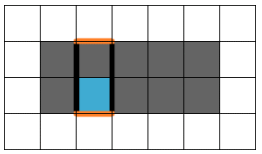
Makago Mk. 5 ($55000)
Land | TGH: 30 | SPD: 7 | MAS: 4 | CAP: 2

One of the fastest Doublegal cars in Local Space, the Makago 5 was developed for cross-country racing during the the glory days of nanotech; it's been endorsed by everyone from Dale Earnhardt XV to the Wacky Racers. It's what you drive when you have to be somewhere in a hurry, and don't need to bring more than 1 friend.
Component: Bumper, Tires



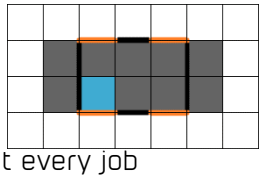
NOCTURNE V SUV ($50000)
Land | TGH: 60 | SPD: 1 | MAS: 5 | CAP: 6

The Noneuclidian Operation Certified Transport and Utility Rechargeable Nature Exploration Vehicle is the only Doublegal vehicle that ever survived a 15-minute endurance test in a blue zone on Planet Hell. What else do you need to know?
Component: Tires, Interior (X3), Armor



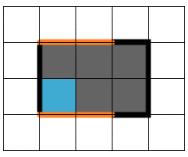
Pickup Truck ($25000)
Land | TGH: 40 | SPD: 5 | MAS: 5 | CAP: 2

Yeehaw. For lightweight cargo and medium-weight labor contracts, a pickup truck is about as good as it gets. Comes with a two-seater cabin a flatbed—which is a four-seater, if you're not afraid to meet God.
Component: Bumper, Armor, Weapon Mount



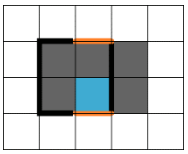
Primate Humvee ($60000)
Land | TGH: 70 | SPD: 2 | MAS: 5 | CAP: 4

As much as we'd all like to pretend that every job always goes according to plan, the fact is they don't; and when you're tearing down the highway at eighty miles an hour with a police dragnet coming after you, you're gonna need something that don't fuck around. The Primate is the kind of car you use if you wanna come back from a suicide mission.
Component: Tires, Bumper, Armor, Rear Bumper, Interior, Windshield, Weapon Mount



Stalyn Automotive Krieger ($25000)
Land | TGH: 40 | SPD: 4 | MAS: 3 | CAP: 6

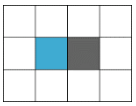
Despite its durability and fuel efficiency making it a perfect family vehicle, this ergonomic black panel van almost instantly became synonymous with drug dealing, arms trafficking, and bearded sex perverts. Admittedly those *are* its primary uses—but that doesn't make it a bad car!
Component: Tires, Bumper, Interior



Tractor Trailer ($20000)
Land | TGH: 50 | SPD: 1 | MAS: 6 | CAP: 3

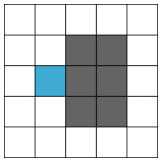
If you're in for the long haul with a heavy cargo, there's nothing better for your cross-country needs than a Tractor Trailer. These diesel-powered beauties have the power of a few thousand drunken horses immersed in syrup, and the body size to match. Comes with an 8-track tape full of Jerry Reed songs.
Component: Tires, Front Bumper

Mounts: They Consent to Being Ridden



Horse ($5000)
Land | TGH: 25 | SPD: 3 | MAS: 3 | CAP: 1

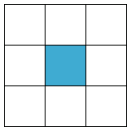
The domestic horse was one of the first transports Meatmen ever began using: these dependable and strong-bodied animals held together a few thousand years of human history, but you'd be hard-pressed to find one in any cities today. They still see plenty of use elsewhere, though.
Mount, Component: Armor



Giant Spider ($12500)
Land | TGH: 30 | SPD: 3 | MAS: 3 | CAP: 6

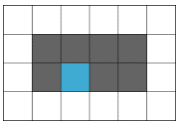
It's really hard for a giant spider to get by in today's society. Systemic arachophobia keeps them from getting work, renting apartments, going to good schools, or going to popular venues. A few stay behind to rent themselves out as cabbies, to people who want a certain ghastly flair; but most of them end up having to emigrate to a designated monster reserve—usually Planet Night, or Alabama.

Giant Spiders can climb up walls and over ceilings at its normal speed. No special effort must be taken by the spider's riders to remain seated.



Kangaroo Cabbie ($7500)
Land | TGH: 45 | SPD: 2 | MAS: 1 | CAP: 1

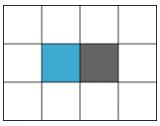
Just because Australia is a godless wasteland doesn't mean that nothing good ever comes out of there. In fact, many of its inky expatriates are accomplished transporters, owing to their considerable mobility and powerful physical frames. They come with their own body armor, too. As long as you don't mind the smell of cheap beer, and can somehow understand an Australian's indecipherable scatological babble, then consider hiring one today.



Living Car ($40000)
Land | TGH: 40 | SPD: 4 | MAS: 4 | CAP: 4

So say you can't drive, but you really, specifically, need a car. The easiest way to square that circle is to find yourself a living car: you know, an inkman, who just so happens to have four wheels and an engine. They'll demand fair pay upfront, they won't have as high a tolerance for modification as an ordinary car, and they might occasionally disagree with you on whether or not "follow that car, as fast as you can" is a good idea. And you better not get snappy with em—they got a union.

The Living Car may be driven without any driving rolls. It may only turn up to 90 cvdegrees per turn. If nobody is in the driver's seat, one friendly character within shouting distance each turn may spend an action to boss it around, controlling it like normal.

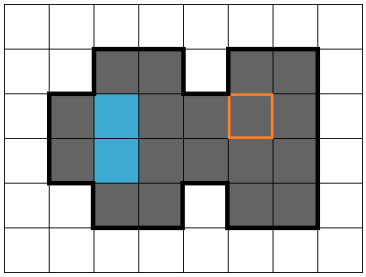


Winged Horse ($12500)
Flying | TGH: 25 | SPD: 3 | MAS: 3 | CAP: 1

While it is popular in the layman's parlance to refer to a winged horse as a "Pegasus", this is a grave and racist affront. Winged horses all have their own names, of which Pegasus is merely one. They are intelligent, and many attend university to major in liberal arts—which is why they are now selling their bodies as transportation.
Mount, Component: Armor

Superheavy Vehicles: Something Has Gone Horribly Wrong or Horribly Right

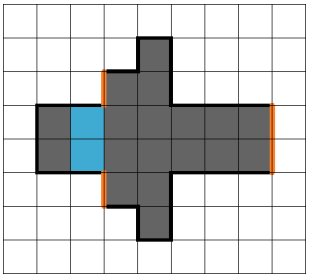
TCA Centurion Heavy Tank
Land | TGH: 600 | SPD: 2 | MAS: 10 | CA P: 6



Alright, so I'm going to break character here and address all of you reading this manual directly. Specifically, I'd like to address any GMs out there in the audience who might be reading this section.

Don't let your players have this. Just don't. It won't end well. Even if you have to bend over backwards to contrive some reason that your players shouldn't be able to acquire this item by any reasonable means, do that. You should employ heavy restraint when deploying it against them: and save it only for the most dire of circumstances. The appearance of one of these in your game indicates that things are about to jump the tracks, or already have done so. Ain't even gonna give this mf a price tag.
Tireless, Battering Ram, Component: Armor (x2), Main Gun (x2),Weapon Mount (x3), RED ALERT

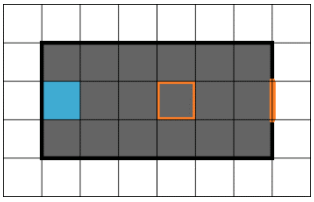
TCA Kennedy-13 Assault Craft
Flying | TGH: 200 | SPD: 6 | MAS: 10 | CAP: 8



The NMAS company built itself on a set of fine American principles: air superiority, and proliferation. Their flagship product line is the Kennedy Assault Craft, a suite of heavy close air support platforms marketed to nations all around local space. The K-13 is the latest evolution, capable of operating in orbital conditions as well as terrestrial. It is capable of housing a squad of infantry plus crew, and producing a truly massive amount of fire in combat.

Don't let the players have this one either.
Component: Armor (x2), Main Gun (x8), Weapon Mount (x2) RED ALERT

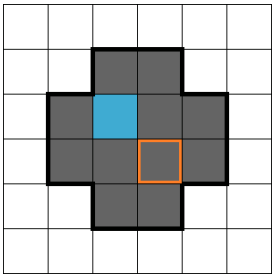
TCA "Legionnaire" Light APC ($525,000)
Land | TGH: 160 | SPD: 4 | MAS: 9 | CAP: 8



What can we tell you about the Legionnaire that you don't already know? It's that once-in-a-century kind of iconic; it is to the ministry men what the M44 is to the Texas Partisan Militia. There's a good reason: this six-wheeled beauty is everything you could ever want from a group transport: durable front armor with room for optional mounting; a pair of coaxial weapon mounts; and comfortable impact-resistant seating for up to 8 passengers. Wherever the police are handling heavy operations—whether it's a riot in midtown or an ink deal at the docks—you're going to see at least one. You, as a guerilla, need to learn where to hit one.

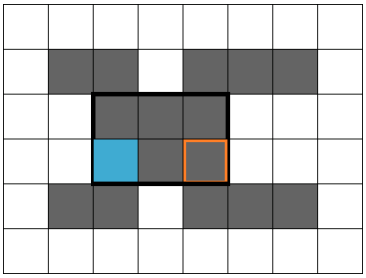
It's the back. Hit it there.
Component: Armor, Main Gun (x2), RED ALERT

TPM M44 Assault Vehicle ($450,000)
Land | TGH: 150 | SPD: 6 | MAS: 6 | CAP: 2



The TPM M44 is—as we just mentioned—a pretty big deal in certain parts of the world. Not only was it the TPM's premiere mechanized unit during the Border War, but it was the first thing that the Texican Republic ever brought to the market. While the M44 lacks a strong main weapon or the durability of frontline fighting vehicles, it has superior maneuverability due to its four-limbed antigravity locomotion. This is the largest vehicle you can *reasonably* expect to drive.
Tireless, Hardpoint, Armor, Main Gun, RED ALERT

TPM "Phalanx" MBT ($700,000)
Land | TGH: 300 | SPD: 5 | MAS: 8 | CAP: 4



And then, on *unreasonable* occasions, you can look forward to something like this. The Phalanx is the most popular mainline battle tank in Local Space, and is used by basically every Company branch worth knowing about. In your line of work, you probably won't ever have the pleasure of using one of these babies, but may very occasionally run afoul of them. And if you do...good luck!
Tireless, Battering Ram, Component: Armor, Main Gun (x2), Weapon Mount, RED ALERT

Vehicle Mods: Make Cool Cars Ice Cold

Armor

Boarder spikes ($7500)
Component: Armor

People have known for centuries that the very best way to customize your car is by putting a bunch of spikes on it. Just a few years ago, though, someone found out that doing so can actually keep people from jumping on it and trying to kill you!

When a character boards a vehicle with Boarder Spikes while it is in motion, that character must roll athletics at a -X penalty, where X is the vehicle's speed. If this fails, the character takes 5 damage and fails to board the vehicle—being run over and instantly incapacitated if they were boarding from the front, and falling off if they approached it from any other angle. On a critical failure, they are impaled on the spikes and die.

Derby cage ($15000)
Component: Armor

Shortly after I-day, vehicular combat became an enormously popular sport: the arrival of sentient cars turned the demolition derby—which was already a harrowing test of skill—into a heart-stopping duel to the disassembly. Any road warrior who wanted to live to their second fight got themselves a derby cage: an extensive series of plates, roll bars, impact buffers, and oversized bumpers designed to crash into car after car.

Reduce ramming damage dealt to this vehicle by 10. Increase any ramming damage it deals by 10.

Reactive Armor ($15000)
Vehicle Armor

Many combat vehicles will be outfitted with armor plates to protect vulnerable areas—the doors, hood, and windows to name a few. One of the most common is a half inch plasteel reactive armor, available generically from numerous suppliers. If you don't know what reactive armor is already, it's basically exploding yourself to counter an enemy's explosive weapons. Look it up—it's awesome.

Vehicles with reactive armor take half the normal damage from Warhead-type weapons, but double damage from Energy-type weapons.

Reinforced Armor ($15000)
Component: Armor

In the latter half of the 22nd century, conventional anti-tank weaponry was challenged by the proliferation of man-portable anti-material energy weapons. After plasma lances were used to great effect by the TPM in the border war, it became common practice for standing armies around the world to divide their mechanized forces by armor type, each specialized to survive the tank hunters of a specific foe. This reinforced armor can easily foil all but the most powerful laser cutter, at the expense of being vulnerable against conventional HEAT rounds.

Vehicles with reinforced armor take half the normal damage from energy-type weapons, but double the normal damage from warhead-type weapons.

Bumpers

TBM Bomb bumper ($15000)
Component: Bumper

The Bomb Bumper is a row of low-yield explosives that can be placed on the hood of a vehicle and discharged on command. When mounted on an APC, it becomes an instrumental component in surgical breach-and-clear operations; when mounted on a motorcycle it becomes a surprisingly effective last-ditch weapon. During the siege of Dallas. ATC forces were stonewalled for weeks by the Texans' anti-vehicular defenses; but once they used breach-and-bomb tactics to smash through the TPM defensive line, the city fell in a day.

Once per job, the driver of the vehicle may expend one action to discharge the Bomb Bumper. When they do, the front bumper of the vehicle projects a line 5 spaces long directly forward. This line deals 8 damage, with pierce: Kevlar and blast 1.

TBM Bomb Bumper for Babies ($12000)
Harpoint: Bumper

This is a bomb bumper that's been fitted to fire low-yield flashbang charges instead of the ordinary fragmentation grenades. Still effective.

Once per job, the driver of the vehicle may expend one action to discharge the Bomb Bumper for Babies. When they do, the front bumper of the vehicle projects a line 5 spaces long directly forward. This line prevents all targeted characters from making reaction shots until the **beginning** of their next turn, and imposes a -6 penalty to all murder rolls made until the **end** of their next turn.

Buzz Saws ($20000)
Component: Bumper

You already know that running over someone with your car is a quick and dirty way to solve a few problems (and maybe create some new ones). The addition of a few diamond-tipped retractable buzzsaws to your front bumper makes it twice as quick and eight times as dirty—what's not to love?

When you ram a vehicle from any direction other than its front, do twice as much damage. When you ram a person, do four times as much damage.

Glue Trap Bumper ($9500)
Component: Bumper

It's an inflatable cowcatcher covered in self-moisturizing adhesive, mostly-guaranteed to mostly-harmlessly sweep up anyone you run over. The hardest part is getting them free again once they've been caught. The ethics of this modification are subject to debate; its efficacy is not.

When the vehicle successfully runs someone over, they are nonlethally incapacitated, and stuck to the front of the vehicle until someone spends a few hours to cut them free. They cannot be freed during a tension or combat encounter.

Retractable Sword ($3500)
Component: Bumper

This legendary weapon serves a purpose more onerous and complex than can be readily conceived by a rational mind. Who could be so mad as to create it? Who could be so foolish as to use it?

Once each encounter, the driver of a vehicle can make a single idiot-proof attack with 4 damage against a single enemy standing in front of the vehicle's front bumper. If the target has not already engaged in combat with the players at the time of the attack, it counts as a sneak attack.

Tow Line ($15000)
Component: Bumper

A tow line is a pretty common thing to put on vehicles—anything that's meant for going off-road, in case they need to pull something out of the road, or themselves out of the mud. There's a few more *creative* uses for a tow line, if you know what you're doing. Which is to say, if you know the least safe things you can possibly do with one.

The tow line has a range of 20 spaces. It can be remotely fired into any vehicle, dealing 10 damage to the vehicle in question. The driver may then make a hardware roll; if this succeeds, the vehicle with the tow line may pull itself towards the target, or may pull the target towards itself. If this roll fails, the GM may determine whether the vehicle pulls itself towards the target or vice versa.

The Tow Line may also be fired into any solid wall. If the target is a thin wall, the driver may make a hardware roll to pull the wall down, creating a gap 1d6 spaces wide. If the target is a thick wall or rock face, the driver may instead make a hardware roll to pull the vehicle **up** the surface face, although this is a highly questionable decision.

Chassis

Grayson Ghostworks Glider Chassis ($12500)
Component: Chassis

After the rise of the exoplanetary stunt driving circuit, Grayson Automotive debuted the Ghostworks Glider Chassis series: a series of retractable lightweight wings and thrusters that would allow a vehicle to achieve increased airtime and softer landings in non-earth atmosphere, without making the undercarriage completely unsuitable for off-roading. While prone to breakage and rather unsightly, the Ghostworks do work well enough that it was the only product line to survive after Resa Motors' acquisition of Grayson Automotive in 2104.

While the ghostworks glider chassis is installed, a vehicle may fall 1 map floor, or 20 feet, without sustaining damage.

Resa Motors Jump jacks ($10000)
Component: Chassis

When the Makago series was announced, Resa Motors never intended for them to enter the off-road or extreme racing scenes; but the platform's versatility endeared it to a variety of drivers—many of whom forewent Resa's extreme situation models in favor of modding their own. The Resa X was ultimately discontinued, but many of its component parts remain in sale—including the Jump Jacks. These simple devices are mounted on the underside of the vehicle, and on command can discharge a series of jets, which send the vehicle flying directly upwards—over anything in its path.

The driver of a vehicle may use the Resa Motors jump jacks at any point during their turn, at no action cost. When they do, the vehicle immediately moves X map floors upwards, where X is 5, minus the vehicle's mass. After using the jump jacks, the driver must wait 3 whole turns to use them again.

Retractable Turret ($25000)
Component: Interior

So something went pear-shaped. Not to worry.

Installing this hardpoint gives your vehicle **dead giveaway**. At the time of purchase, the turret is placed at the middlemost available space in the vehicle's token. The driver of the vehicle may **deploy** or **retract** the turret from the vehicle at no action cost. While deployed, any character in the vehicle and adjacent to the turret may spend a whatever action to operate the turret, using it as a weapon with ONE of the following profiles. The weapon profile used should be chosen by the driver at the start of each encounter.

CAP: 120 | DAM: 2 | RNG: 15 | Long | Bullet
Automatic 20, Slowloader 4, Mounted Weapon

CAP: 16 | DAM: 7 | RNG: 10 | Long | Warhead
Automatic 2, Blast 1, Mounted Weapon

Cap: 3 | DAM: 9 RNG: 20 | Long | Energy
Pierce: Plasteel, Slowloader 4, EMP 2

Interiors

Autonomous Trauma Center ($20000)
Component: interior

Oh, you meant REALLY pear-shaped. Worry just a bit.

Installing this hardpoint gives your vehicle **dead giveaway.** When an incapacitated allied character is placed inside the vehicle, the autonomous trauma center will instantly stabilize them. Every turn, characters in the trauma center may roll grit; if they succeed, they recover from incapacitation with 1 HP. This grit roll gains a +1 bonus for every turn they have spent incapacitated in the trauma center. Characters may only recover from incapacitation using the trauma center once each encounter.

Extra Driver's Seat ($3500)
Component: Interior

Some vehicles are complicated enough that you should ideally have two people driving them. Some drivers are simple enough that you need a spare. An ideal secondary driver's seat comes with sim-pedals and an external wheel, so you don't have to actually alter the structure of the vehicle to fit it.

Another space on the interior of the vehicle, of the owner's choice, may be designated as a driver's seat. Even though multiple people may be sitting in driver's seats, only one driver's seat may be used to drive the vehicle each turn.

Mobile Armory ($35000)
Component: interior

Maintaining your own mobile armory is a delicate, rewarding, and deeply personal process: you must imagine hundreds of potential use cases, and carefully position your ammunition pouches, weapon racks, and inkwells in places that will be easily reachable when you need them, but not when the enemy goes to look for them. It requires careful forethought and a deep understanding of the self—where you will be, how you will move, what you will need and when. Think of it like a model railway.

Installing this hardpoint gives your vehicle **dead giveaway**. If an allied character begins their turn inside the vehicle, then as long as they have not taken any other action that turn, they may reload their currently equipped weapon, OR restore their current IP to its maximum, at no action cost.

Mobile Console ($12500)
Component: Interior

The Midnight Road hacker collective achieved interplanetary notoriety after the success of the blacktop colony/computer, but they didn't rest on their laurels. They iterated in the design—ultimately creating the Highwayman solid-state computer, a 40-pound terminal meant to be bolted to the interior of an operator's trade vehicle. The extra weight isn't just for show, either: its wifi array uses directional SHF emitters to narrowcast WLAN—meaning that it can be used to coordinate smaller computers, but *can't* be hacked.

Each turn, a single character may use the Highwayman mobile console. It is a computer with a range of 0 and 8 processing power, which cannot be hacked by any means except physical access. Allied characters using a different computer while inside the vehicle gain 5 Processing Power.

Neuroblack Command Console ($6000)
Component: Interior

Stealing a car is one of the easier crimes you can get away with—hell, you've probably done it yourself. You can hotwire it and crack the column if you're feeling fancy, you can wait for someone to leave it running if you're feeling lazy, or you can do the ol' hands-up-outta-the-car-please if you wanna spice it up a little bit. But you can't do *any* of those with a Neuroblack car: with these, either you have the driving firmware and the cerebral uplink, or you don't—and if you patch in to a car that isn't yours and don't spoof the IFF, it flash-fries your brain like a cheap chicken tender.

A car equipped with the Neuroblack Command Console can only be driven by a character with **Uplink (0) 2** or greater. It cannot be hijacked except by a suitably-equipped character in the driver's seat making a successful hacking roll. A failed hacking roll will flash-fry their brain, killing them instantly. Even after a vehicle has been hijacked this way, the original owner and their allies may resume control simply by sitting in the drivers' seat, without needing to make a hacking roll to do so.

Rapid Loading Station ($22000)
Component: Interior

This is another one of those things that's so illegal you probably shouldn't even bother with it. It's basically just a washtub, with specially-sized compartments for common firearm components. Maybe sometimes you'll have like, a little guy who lives in there, and he likes to get in there and do it for you. The illegal part is that you're washing the guns with

While a character is inside the vehicle, any items which leave the vehicle as the result of any effect which causes them to travel autonomously to a friendly character's location, are automatically reloaded, and score a critical hit the first time they are used.

Pig Feeder ($30000)
Component: Interior

"Pig feeding" is the fine art of fucking with a police response via radio spam. With a combination of canned responses, deepfake chatbots, and simple white noise, a skilled radio operator can tangle up dispatchers and responders for a few critical seconds before being discovered.

Once per encounter, when the police are called, a player character inside the vehicle may spend an action to operate the Pig Feeder. When they do so, append a number of additional rounds to the police's response, equal to 1/3 of the operating character's Mastermind specialty, rounding up.

PING System ($25000)
Component: Interior

A Position In Normal Gravity system is analogous, in user-side function, to a RADAR. The big difference is that it doesn't emit sound waves; but rather, uses a form of simplistic gravity spectrometer to track movements relative to a specific point. It can only be used over a relatively small distance; but it can't be detected like a RADAR can, and can give more accurate readings within its effective radius.

Once per turn, a character inside the vehicle may spend an action to operate the PING system. When you do so, designate a friendly character other than yourself. That character gains extrasense 10 until the start of their next turn.

Second Self ($9000)
Component: Interior

Don't be scared by the name: the Second Self isn't some complex philosophical concept—well, I mean, it is. But it's also something you can put in your car. It serves as "another you" for things which track to your position—rocket guided gear, living weapons, that sort of thing. Sometimes you can get away with an RFID tag; sometimes you need a headshot, or some of your old underpants.

While a character is inside the vehicle, friendly characters outside the vehicle may direct any effects which would cause an item to autonomously move to their location, to instead target the vehicle.

Tires

Performance Tires ($7500)
Component: Tires
Singing, dancing, juggling, performance tires can do it all! Get yourself a set today, and you'll be wondering how you drove anywhere without them.

While the performance tires are installed, the first turn of 90 degrees or less each action does not require the driver to make a roll.

Tire Spikes ($9000)
Component: Tires
One of the nastiest things to come out of the IPLR was the tire spike: a simple weapon, being just a collection of sharp steel fragments affixed to the hubcaps to serve as both sword and shield. The idea is that if you need to get rid of your enemy, you just pull up alongside them and shred their tires—but this rarely sees use in conventional-gravity environments because blowing out the tires of someone right next to you is a very good way to crash your car.

If your vehicle passes through every square adjacent to one side of an enemy vehicle, or if you end your move action perfectly parallel to an enemy vehicle, or they do either of these things to you, you immediately damage two of their tires, as though you had made two successful shoot the tires attacks against them. You can only do this once per side of each vehicle.

Suction Cups ($12000)
Component: Tires
For years, they said it couldn't be done! They said it shouldn't be done! They said that if we did, we'd succeed only in hideously injuring ourselves and others and destroying large amounts of property! And they were right, dear God were they right, and I regret it so much! But we did it—we put hundreds of heavy-duty suction cups on the wheels of our cars, and now you can repeat our mistake!

The vehicle can now drive up solid faces and otherwise treat them like roads. All further questions and stipulations are subject to the whims of the poor GM who must officiate this action.

Telescope Tires ($12500)
Component: Tires

The driver may spend an action on their turn to extend the vehicle's wheels. While the wheels are extended, the vehicle can harmlessly drive over any other vehicle of equal or lesser size. The vehicle cannot ram nor run over enemies while in this state. Characters may harmlessly pass underneath it; they cannot board the vehicle, unless they are above it, or have an ability to leap or grapple up the distance.

All attacks which would normally damage to the vehicle, do twice as much, if they are fired from directly below or adjacent to the vehicle.

Whippy Wheels ($8500)
Component: tires
So called because the wheels kinda "whip" to the side when you engage them. They pivot 90 degrees and let you drive directly side-to-side, at a slower speed than normal. This might seem like a strange addition, and it's admittedly only good in a few situations—but when you're *in* one of those situations, nothing else can do the job.

The vehicle may move directly to its left or right, without turning, at half its normal speed. This does not require an additional driving roll.

Windshields

Armored Windshield ($8500)
Component: Windshield
Has this ever happened to you? Say you're riding in the passenger seat of a sports car going 130 miles an hour away from a wall of cop cars, when all of a sudden your driver gets shot, causing the car to veer out of control, crashing through the interstate divider and sending you plunging 30 feet onto the street below where you flatten a pair of passing nuns and then explode in a cataclysmic fireball killing everyone within half a block? Ouch!

Well, there's a better way!.

While the armored windshield is installed, the driver's seat of the vehicle is considered to be in cover from all directions. The driver may still fire from the driver's seat normally.

Chromatic Windows ($8500)
Component: Windshield
Conventional tinted windows barely serve the intended purpose anymore: while they might earn you a little peace of mind from passers-by, you'll stick out like a bullseye to police and to busybodies. What you need is a set of chromatic windows—specialized smartglass screens which can intelligently prevent specific objects from being visible through them.

While the Chromatic windows are installed, interior hardpoints which confer the dead giveaway status no longer do so.

Liquid Windshield ($3500)
Component: Windshield

Counterintuitively, the liquid windshield is usually solid. It only *becomes* liquid when a solid object exerts steady pressure against it for two seconds. Then the nanites loosen their molecular bonds, becoming permeable. Originally this was made so you could enter or exit your car even if the doors were pinned—like in a crash. Our line of work tends to have *other* use cases. Still involved in plenty of crashes.

Characters may enter and exit the vehicle through the windshield. If doing so puts them adjacent to a hostile character, that character may instantly make an attack on them, at no action cost. This attack is treated as a critical hit.

CorpTechs Smartglass ($12500)
Component: Windshield
Even though Smartglass—computerized glass with small cameras on both sides and a series of pre-programmed images which it displays on command—was one of the more notable holy grails of early 21st century technology, it was nearly dismissed as a failure: originally envisioned as a way to deliver hyper-targeted advertisements to passers-by, it was rapidly outmoded by the advent of Faceoff Fashion. However, certain unscrupulous innovators realized that it could be used to track and highlight user-selected targets—and smartglass has been used as a spying and combat tool for almost 280 years since then.

If a character begins their turn in the passenger seat of a vehicle with smartlass, and makes an attack action while there, they may ignore all cover penalties **and** the first multitarget penalty that turn.

APSF Wonderglass ($40000)
Component: Windshield

A typical liquid glass system carries a fairly powerful electromagnetic charge, which it ordinarily uses to keep its shape from deforming at travel velocity. The deliberate alteration of this field's current, and the addition of a specialized power supply, is what makes liquid glass into *wonderglass*. It works like this: the glass takes on an impermeable but gelatinous quality while at rest. Any time a projectile hits a pane of wonderglass, it penetrates about 2 or 3 millimeters into the cabin of the vehicle. Then the EM Field surrounding the nanites abruptly engages, causing the gelatin to resume its ideal smooth shape—and the bullet flies back the way it came.

The vehicle gains a special barrier with 20 points. Every time a bullet or warhead attack impacts the vehicle, negate that damage, and subtract one point from this barrier. If the attacker is not in cover, they take damage equal to their weapon's damage -1.

Living Components

Car Radio ($500)
Living Component: Interior

The radio is the second-most important part of a car, right below the engine and right above the steering wheel. And yet, there's plenty of vehicles who have to get one drawn on post-hoc. Just goes to show you how thoughtless some artists used to be. With a little judicious modification, and only a little practice, a living car can turn this into a two-way radio for *sotte voce* communication

The car radio allows you to have conversations with your teammates even if they are out of earshot; normally, nobody else can hear these conversations. Presume its effective range to be about 200 city blocks. It also lets you tune into nearby radio broadcasts.

Caveman Car Conversion ($9500)
Living Component: Chassis

Most cars find this a little embarrassing: it's a retractable hatch in the floor of the vehicle, that people can reach their feet down through—and then, instead of using your engine, they just run as fast as they can to move you along. It's rather humbling for a car admit that someone can outrun you. Then again, pride goeth before the fall.

You may replace your speed value with the cumulative athletics value of everyone in any of your driver's seats.

Coal roller ($12500)
Living Component: Chassis

Once upon a time assholes rolled coal over people just to show off that they could. Then they started doing it to show how much they hate the environment, and also society. Then the environment got saved, and society collapsed. So now they're back to just doing it to prove they can.

Once per turn you may roll acting to blow a line of smoke in any direction. It is 1 space wide, and stretches a number of spaces equal to your acting score, measuring from the nearest edge of your body. You may widen the smokescreen by 1 additional space by making another acting roll, at a stacking -2 penalty. You may do this until the smokescreen is as wide as it is long. The smoke remains until the beginning of your next turn.

Cowcatcher ($8500)
Component: Bumper

They call it a "Cowcatcher" because time was, they were mounted on the fronts of trains crossing the country. The idea was that occasionally cows would stand on the tracks when they were grazing, and the train would get all gunked up if it ran over a cow; so they put these big plates of armor on them to knock aside anything in its way. It's not like that anymore, though: the trains don't run anymore.

When you ram a vehicle, you take no damage if its mass is less than your grit.

Extra armor ($5500)
Component: Chassis

When people are made of meat, they wear metal to protect themselves. When people are made of metal, they also wear metal to protect themselves, because anything else wouldn't be as effective.

Increase your Toughness by your grit, times the number of Extra Armor components you have installed.

Name	Slot	$$$$$
Car Radio	**Interior**	**500**
Caveman Car Conversion	Chassis	9500
Coal roller	**Chassis**	**12500**
Cowcatcher	Bumper	8500
Extra Armor	**Chassis**	**5500**
Fake Driver	Interior	5000
Horrible Devouring Maw	**Bumper**	**15000**
Icarus Flight System	Chassis	35000
Landing Ham	**Chassis**	**35000**
Mine Sniffer	Bumper	7500
Rubber burner	**Tire**	**12500**
Storage Rig	Interior	2500
Tank Treads	**Tire**	**4500**
Tiptoe Tires	Tire	4500
Truck Nuts	**Bumper**	**1500**
Windshield Glasses	Windshield	5000
Windshield Glasses (Really Thick)	**Windshield**	**15000**

Fake Driver ($5000)
Living Component: Interior

A fake driver is an inflatable person who can emerge from your driver's seat and pretend to be driving you, in case you need to keep your cover for anything. Not to be confused with a sex doll, though you can use it as one in a pinch.

As long as nobody is in your driver's seat, you can deploy your fake driver. While it's deployed, passing observers will believe you are an ordinary nonsapient vehicle. If you're stationary, they will presume that your fake driver is merely listening to the radio or otherwise amusing itself. You may roll acting to convince people who investigate you more closely. If it is ever attacked, it will deflate, revealing your ruse.

Horrible Devouring Maw ($15000)
Living Component: Bumper

A lot of sapient vehicles were designed with faces—which in most cases, especially cars and trains, entails a mouth so wide it can swallow a man whole. Even those drawn to be especially nonthreatening soon discover just how terrifying they can be…

When you incapacitate someone by running them over, you may choose to **devour them hideously.** Gain toughness equal to twice their grit. Inflict fear X/Y on all enemies within Z spaces, where X is equal to your victim's grit, Y is ½ their grit, and Z is your acting score. Remove their corpse from the board.

Icarus Flight System ($35000)
Living Component: Chassis

Even though it sounds like a brand name, an Icarus system is actually the generic name for when you mount wings, thrusters, and propellors on an otherwise terrestrial ink-vehicle. A meat-car could never do this; but all an inkman needs is a little thrust, and their impossible anatomies can take to the air! Why is it named after a man most famous for dying after his mechanical wings failed? Food for thought.

If you are a land vehicle, you may use this after ramping yourself into the air. Instead of falling, turn into in air vehicle until the end of the encounter. If you don't have a Landing Ham, you are unable to land safely, and crash down somewhere; you do not gain a power burst at the end of this encounter.

Landing Ham ($35000)
Living Component: Chassis

Aircraft have a rough go of things in this life, all said and done. Cars can at least see the inside of the ground floor sometimes, and maybe even go inside some buildings. No such fortune for aircraft. Sometime in the last few centuries, they started making some DIY terrestrial navigation gear—kitbash some impact pads, some extra tires, some retractable limbs, and that's what they call 'landing ham'. Why they call it that has been lost to time.

If you are an air vehicle, you may spend an action to use this. Fall to the ground, taking 1d3 damage per map floor you fell. Then, become a land vehicle until the end of the encounter. If you don't have an Icarus Flight System, you are unable to take off in a timely order, and greatly inconvenience your crew; you do not gain a power burst at the end of this encounter.

Mine Sniffer ($7500)
Living Component: Bumper

A mine sniffer is a chemical detection apparatus, which only *sometimes* is an actual giant nose you stick on your front bumper.

You gain extrasense 1. Whenever you trigger a mine or other trap with a movement action, you may roll perception; on a successful roll, immediately end your movement action. The trap does not trigger.

Rubber Burner ($12500)
Living Component: Tires

They say you can tell a real racecar apart from a poseur by whether they wince when they smell burning rubber; because, wisdom goes, real pro racecars are used to it. So, trying to look tough, a lot of young athletes get "Rubber burners" installed on themselves: napalm tanks that trail thin lines behind them. It's a pretty cool trick if you can do it right-and you'll set yourself on fire if you don't. So many young cars die this way—please don't try this at home.

Declare your intention to use your Rubber Burner at the start of your turn. Roll athletics at the start of every move action you take, at a stacking -4 penalty for every move action after the first one. If unsuccessful, end the action immediately. If successful, then make your move action as normal. During this action, the spaces immediately behind the two outermost edges of your body catch fire, with these traits:

Burn 3, Contaminant 1

Storage Rig ($2500)
Living Component: Interior

A storage rig can take a dozen forms: tactical webbing on the walls, hidden compartments beneath the seats, inset trunks, or even just open space. They all have two things in common: first, you can store stuff in them. Secondly, they sound a lot cooler when you call them "storage rigs" instead of whatever they actually are.

A storage rig can carry X points' worth of goods, where X is equal to twice your mass. Items with the **Long** or **Short** sizes cost **4 points**. Items with the **Compact, Head, Boots, Gloves**, **Torso**, or **Storage** sizes cost **2 points**. Items with the **Equipment** size cost 1 point. loose cash or loot costs **1 point** per **$5000**.

Tank Treads ($4500)
Living Component: Wheel

A lot of people are pretty proud of their wheels—but, much as people with good feet still wear shoes, people with good tires sometimes trade them in for treads. Better to surrender a little vanity for a lot of life.

You gain the **tireless** trait.

Tiptoe Tires ($4500)
Living Component: Tires

For most vehicles, learning how to walk on your tires without rolling them is one of the more difficult things you'll ever learn. A lucky few came drawn with the knowledge, but most end up using training wheels. It's all worth it for the end result, though.

While you are on the ground, you may creep and crawl like a non-vehicular character.

Truck nuts ($1500)
Living Component: Bumper

As tough as your armor might be, it's better still to keep your enemies from attacking you at all. The easiest way to do that is with a decoy: something that looks a whole helluva lot like a weak spot, but is actually a completely inert piece of plastic. Your enemies attack it, leaving you undamaged and buying you a crucial split-second's advantage!

Once per encounter, you may ignore a single attack made against you.

Windshield Glasses (Regular) ($5000)
Living Component: Windshield

Not to be confused with windshield glass, as in the stuff that your windshield is made out of. These are glasses, as in the things you wear to make your eyes see better, that you wear on your windshield. They make you look extraordinarily dorky, but they're *also* the most accessible vehicle-operable computers you can find in this country.

Gain an integrated weapon with the following profile:

CAP: INF | DAM: 0 | RNG: 10 | Computer Processing 3

Windshield Glasses (Really Thick) ($15000)
Living Component: Windshield

A set of extra-thick windshield glasses can obviously hold a more powerful computer, but a lot of people say it's just straight-up not worth it having to go around in a pair of these.

Gain an integrated weapon with the following profile:

CAP: INF | DAM: 0 | RNG: 20 | Computer Processing 6

Augmentation of all Distinction

Global Augments: Put em Everwyhere!

Technicular Dreamcoat ($20000) External, Global

Active camo rigs are big, ugly, and power intensive. The really good ones, that can fool people closer than 100 meters out, have to be mounted on vehicles. The Vietnamese used man-portable ones during the second war, but you can't develop that sort of thing in America anymore. The Dreamcoat, the most advanced one you're gonna get stateside, dates back to 2110. Stick it in your skin and you can be all like a chameleon man. It ain't perfect but it'll do in a pinch.

While it is installed, you may activate the Technicular Dreamcoat at any point, so long as you are lying on the ground. You then become untargetable and invisible to the naked eye, so long as you do not take any other actions than moving at crawl speed and do not close within 5 tiles of an enemy.

However, this is only effective against targets currently occupied in a combat engagement, making it ineffective as an infiltration tool and ideal only for avoiding fire. You may not engage the Technicular Dreamcoat while an enemy has unobstructed line of sight to you, or on the same turn you take another action.

OuchEaze Little Helpers ($500) Subdermal, Global

The little helpers are just a set of vitamin regulators that optimize your digestive and muscle repair processes. You basically need em to survive the food they give you these days. Surgery's simple: one injection and you're done, not even any recovery time. Their DRM's not too bad, either: they don't blow up or nothing, you just piss em out later.

The OuchEaze little helpers increase your maximum health by 1 point.

Divinity Systems Nanoskin ($20000) External, Global

A nanoskin is a beautiful thing to see in motion. It lies dormant in the user's muscles, patiently awaiting its summons; and n a single tremendous instant, it surges forth, engulfing the host, their weapons, and their armor alike. Repairing each with unflinching machine-logic. In that moment, the host and their tools become one organism, mankind in microcosm. It will save them from the very edge of death; and separating the two is a terrible process—one which calls for chemical baths and surgical indelicacy. The disfigurement which remains, is where the true beauty, that of sacrifice, rises and remains.

Once per job while the Divinity Systems Nanoskin is installed, you may spend a power burst, and instantly restore your armor and shields to their maximum level. However, doing so will give your armor the "Dead Giveaway" trait for the rest of the job, and make it irremovable unless you voluntarily take 5+1d3 damage.

IO Customs Tardigrade ($12500) Subdermal, Global

So this is about the most dangerous augment you can put in yourself without just straight-up dying. The Tardigrade subjects you to conditions that would normally kill you: using a series of supercoolant tanks around your heart, it directs your blood's natural heat entirely inwards, rapidly lowering your body temperature to the sub-30 range while maintaining heat up your spine to prevent rapid brain-death. A single use is extremely painful, almost beyond the range of human survivability; and use for more than a few seconds will result in rapid nerve death; but in a pinch, it'll save your life. As long as you're standing still or moving very slowly, you'll be invisible to thermal imaging at any range. If you're lying low from a sniper or gunship, it'll give you a few seconds to get to cover. Resuming regular movement immediately engages the Tardigrade's failsafe, and returns you to normal temperatures.

On their turn, at no action cost, at their sole discretion, the user may become invisible to thermal imaging as long as they are standing still or crawling. The user may also discontinue this effect at the beginning of their turn, at no action cost.

After using this ability for 3 consecutive turns, the user takes 4 damage directly to their health at the end of every following consecutive turn in which they use this effect.

Special Augments: Put Em Elsewhere!

Medisynth AutoLungs ($12500)
Subdermal, Special: Lungs

This particular brand and label of autolung is only about 40 years old—nobody's entirely sure how it got past the Freeze but we're glad it did. It lets you hyper-compress oxygen for delayed diffusion into your blood, allowing you to hold your breath for several minutes. Sadly, that's all they can do: for real filtering, you still need a gas mask, but these will take good care of you in all kinds of pinches.

You may activate the autolungs at any point, on anyone's turn, at no action cost. When you activate the autolungs, you may hold your breath for the next 6 minutes of in-game time, or 100 combat rounds. This removes your need for oxygen, prevents you from ingesting or metabolizing airborne toxins, and prevents the rise and fall of your chest for the duration.

AO Cranial Plate ($50000)
External, Special: Skull

In a gunfight, the only bullet that really matters is the one that kills you. With a cranial plate, you can make it a little harder to meet "the one". It's a simple augment, with a complex surgery: a half-millimeter-thick sheet of plasteel, mounted over the skull, bolted in place, and synthskin drawn over it. If you're shot in the head, you'll suffer traumatic skull damage and one hell of a headache, but that beats dying. Long-term hazards of the cranial plate include cerebral bruising, hemorrhaging, and liquefaction. But the short term hazards no longer include death.

Once per encounter, if you would be incapacitated by an attack, ignore the damage dealt by that attack, and instead lose an action on your next turn.

Cyberweapon Mount ($2500)
External, Special: Weapon Mount

A "cyber-weapon" is a weapon (usually a submachine gun) implanted in the wrist, which can then be extended on command. These usually involve a series of moving parts that allow the hand to drop down, split apart, or otherwise move out of the way. Cyberweapons are generally frowned upon by soldiers: their installation requires several major surgeries, they're much harder to maintain than other guns. However, they're popular with mall ninjas—they look cool as hell and they're easy to hide.

When you purchase the cyberweapon mount, you must purchase a single weapon at the same time, this weapon becomes an integrated weapon. You may only have one cyberweapon installed on your body at a time, but you may own any number.

ASCO Concealed Lethal 4W Suite ($8500)
Subdermal, Special: Knuckles

The Concealed Lethal 4W Suite is as simple as augments come: a set of three extendable blades, each implanted between the knuckles on your hand so that—wait, holy shit, we didn't have these in 1E? How'd I forget that? Like, seriously, extendable claws are like, cyborg parts 101. You think Mike Pondsmith would ever forget to include something like this? Fuck me sideways, I'm in over my head with these books.

The CL4WS grant your unarmed attacks pierce: mesh. This lets your unarmed attacks damage enemies with mesh armor, even if their total armor is greater than 3.

Augments for places you didn't know you had **Continued on page 157**

Name	Space	$$$$$
Medisynth AutoLungs	Subdermal, Lungs	12500
AO Cranial Plate	**External, Special: Skull**	**50000**
Cyberweapon Mount	External, Weapon Mount	2500
ASCO Concealed 4W Suite	**Subdermal, Special: Knuckles**	**8500**
Detachable Ear	Special: Detachable Limb	18500
Detachable Eye	**Special: Detachable Limb**	**18500**
Detachable Hand	Special: Detachable Limb	18500
King Missile	**External, Special: Area**	**18500**
MediSynth LiverMax	Subdermal, Special: Liver	17500
Mercury Messaging Comms System	**Subdermal, Special: Jaw**	**2000**
ASCO Mandibular 4W Suite	External, Special: 4W Suite	11500

Detachable Ear ($18500)
Special: Detachable Limb

The exciting wild world of detachable body parts begins here: all the way back in the 1900s, the world powers were experimenting with detachable ears, because people weren't very bright back then. Now in the 2300s, people are even dumber, so detachable ears are a fun reality! These uncanny little widgets can transmit sounds right to your brain using short-wave radio. If you need them to move around, they have inbuilt ultrasonic sensors to map their environment; and then they unfurl hundreds of little sticky hairs and skitter around like a hideously auricular spider.

You may detach one of your ears from the rest of your body. While detached it can move independently; in this state it is treated as having an athletics skill of 1, a perception skill of 6 and a hearing sense radius of 6, and a stealth skill of 4. It cannot be used to do anything other than move around and listen, but it can crawl up vertical surfaces and ceilings. It is small enough to fit through air vents and underneath doors which are not weatherproofed or airtight. If it takes damage from any weapon with the EMP trait, it ceases to function. For a surcharge of $6500, it may be taken as a piece of Equipment rather than an augment; this version functions identically to the augment version.

Detachable Eye ($18500)
Special: Detachable Limb

Of all the detachable body parts on the market today, eyes are probably the hardest to use: they're smaller than hands and provide more feedback than ears, but they're not as mobile as either. Effective use of a detachable eye requires an inside man or a cartoonish series of favorable coincidences; but if all goes as planned, you can get high-definition

long-term surveillance of a wide area, without the battery life or discoverability concerns of a drone.

You may detach one of your eyes from the rest of your body. While detached it can move independently; in this state it is treated as having an athletics skill of 3, a perception skill of 10, and a stealth skill of 6. It cannot be used to do anything other than roll around and look at things; it cannot climb surfaces, enter air vents, or open doors. If it takes damage from any weapon with the EMP trait, it ceases to function. For a surcharge of $6500, it may be taken as a piece of Equipment rather than an augment; this version functions identically to the augment version.

Detachable Hand ($18500)
Special: Detachable Limb

Even after the advent of the modern cyborg, the detachable hand eluded augmenticians for over a century. It was a delicate balancing act to create a hand that could function autonomously, while also onboarding enough sensory technology to be remote-piloted, without being as big as a catcher's mitt. Today's remote-controlled hands can move under their own power and operate machinery of reasonable complexity; but they don't feature the vertical mobility or stealth technology of more conventional drone platforms. Their primary utility is in the operation of SimLimb weapons—which is so valuable that many paramilitaries carry disembodied hands on their utility rigs just for that.

You may detach one of your hands from the rest of your body. While detached it can move independently; in this state it is treated as having an athletics skill of 5, a perception skill of 2, and a stealth skill of 3. It cannot clash, but can pick locks, open doors, use computers, move object smaller than itself, and operate any weapon or piece of equipment which has been outfitted with a WD-01 SimLimb. If it takes damage from any weapon with the EMP trait, it ceases to function. For a surcharge of $6500, it may be taken as a piece of Equipment rather than an augment; this version functions identically to the augment version.

King Missile ($18500)
External, Special: Purpose

(͡° ͜ʖ ͡°)

MediSynth LiverMax ($17500)
Subdermal, Special: Liver

Medisynth's augments are cheaply made and break down easily, but not everyone has a choice. Implants like these are vital for Type-B food regions and are often installed in manager-class children as early as age 3 or 4. Soldiers usually get a nicer model installed, if they're going into the wilderness: the liver's enhanced poison-filtering capability lets you eat things that would normally be fatal.

You are immune to all orally ingested poisons. If you ingest a poison, the MediSynth LiverMax automatically transmits a detailed breakdown of the poison to your phone; or directly to your eyes, if you have any eye augments.

In the event that you use this augment to purposefully ingest poop

Stop it.

ASCO Mandibular 4W Suite ($11500)
External, Special: 4W Suite

As the 2121 Greek Independence War dragged on, it steadily became clear that collective action was not going to dethrone the Hohewand government. By 2123 the violent enforcement of martial law had largely forced the OPAS into hiding, and the The Asklepios Co-op was forced to grapple with the inconvenient truths of violent revolution. In 2124, to the immense chagrin of the furies, the co-op overwhelmingly voted to begin manufacturing augmentations for use by unarmed infiltrators—the 4W ("We Win Without Weapons") suite.

The first was the Mandibular 4W—a full jaw replacement which allows the user's lower jaw to segment into four different parts and open, flower-like, to a diameter of 45 cm. These segments can then extend a series of 7CM tungsten spikes around a central target with a force of 110 newtons. When applied, to, say, the head of a fascist whom you have recently seduced or otherwise placed in a compromised position, this turns the entire affected area into a particularly unpleasant "after" picture.

Unarmed attacks against **exposed** targets deal lethal damage, and deal 4 times their normal damage instead of 2 times their damage. They can still crit.

Mercury Messaging Comms System ($2000)
Subdermal, Special: Jaw.

YOU NEED THIS. This, right here, is possibly the single most important augment you can get. It's a simple implant right under your tongue and your ear, controlled via a wrist mount, and it's gonna save your life more times than you can count: it lets you create chat rooms with other people, and transmits sounds with automatic audio equalization. What that means is you can whisper to one another from across an entire city block, and hear one another like you're right next to each other. That means coordinating fields of fire, pointing out targets, making plans on the fly—all absolutely essential stuff. If you're part of a crew, pick this up and never let it go.

The Mercury Messaging Comm System allows you to have conversations with your teammates even if they are out of earshot; normally, nobody else can hear these conversations. Presume its effective range to be about 200 city blocks.

DivSys NNNLink ($17500)
Subdermal, Special: Skull

Divinity System's Neural-Neroidal-Nasal link—usually pronounced "Triple "Enlink"—is a relic of the past. It's been off the assembly line since before the freeze, and an version you can get has to be refurbished or reverse-engineered. It was an early prototype of the dedicated ink sniffers we have today: a nanite colony which inhabits the marrow and cartilage of the nose, and serves as a bank of auxiliary smell receptors, which dramatically enhance your ability to pick up the scent of ink. Lets you pick out living things as they get nearer to you. Probnlem is, everything smells at least a little bit like ink, so it's a lot to take in, for people who weren't born with it. Wears a body down.

While you have the DivSys MDD installed, you gain **2.**

ASCO Podiatric 4W Suite ($11500)
External, Special: 4W Suite

While the Mandibular 4WS was singularly effective at its task, the membership of the Asklepios Co-op still preferred nonviolent methodology: as such, they developed the Podiatric 4WS a mere 2 months later. This is a subcutaneous compact projectile launcher which is mounted on the calcaneus bone of a plantigrade humanoid, with pressure sensors on metatarsal bones, which can occasionally cause irregular but benign skin discoloration on the underside of the phalanges and metatarsal joints.

When the metatarsal sensors detect a specific input of the user's choice, the projectile launcher discharges a pair of carbon fiber cuffs with a unique magnetic clasp, capable "recognizing" a pair of crossed wrists, or a wrist being held against a solid object. The clasps then electromagnetically fasten, where they will be unbreakable by most organic life for the next 4 hours. Or, in layman's terms: if you stomp on someone the right way, it launches some zipties which will tie them up. Though effective and clean, there is a time limitation and this device is only effective under a few specific circumstances.

Unarmed attacks against exposed targets instantly apply zip ties to the target, nonlethally incapacitating them even if they have not been compliant with a Freeze! command.

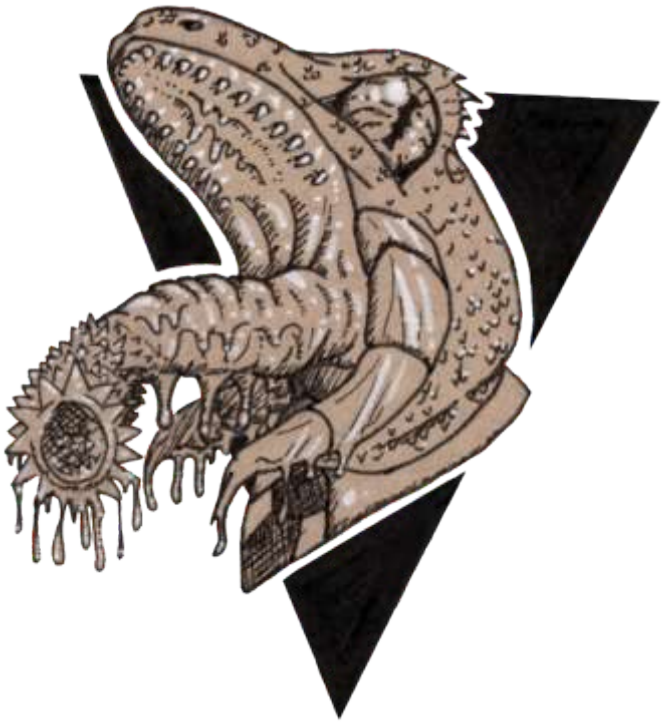
IO Customs Radulae ($18500)
Subdermal, Special: Skull

This is the most disturbing and unpopular augment in the Atlantis Suite. It requires several invasive surgeries to install; when complete, it replaces the tongue and upper esophagus with about 3 meters of prehensile synth-muscle and a couple hundred tiny retractable spikes. The end result is a highly flexible and very dangerous club which can be used in a fight, but performs best when inserted directly into your enemy's ears, nose, or eyes.

Gain an **integrated weapon** with the following profile:

CAP: INF | DAM: 2 | RNG: 4| Melee

Idiot Proof, Assassin 4, Automatic 2, Whirlwind 2



Survivallist Thumb Lighter ($1500)
External, Special: Thumb

Survivallist doesn't normally "do" augments. This is the sole exception: their thumb lighter is a "dumb" prosthetic which replaces your thumb tip past the second joint. There it functions as an ordinary chemical lighter, without any electronic components at all. Because of its small size, it can only get you about 20 or 30 lights; but refills are cheap.

You can use the Survivallist Thumb Lighter to produce a small flame, sufficient to light cigarettes or oily rags.

Name	Space	$$$$$
DivSys MDD	**Subdermal, Special: Skull**	**17500**
ASCO Podiatric 4W Suite	External, Special: 4W Suite	11500
IO Customs Radulae	**Subdermal, Special: Skull**	**18500**
Survivallist Thumb Lighter	External, Special: Skull	1500

Eye Augments: Take a Look!

DivSys Argus Ocular System ($35000)
Subdermal, Eyes

If you're lookin for new eyes, it's hard to get better than this. Compact, easy install, looks near enough regular, and has a couple vision modes too. It's expensive, and the jailbreaking is difficult—damn things blow up right there in your skull if you spoof the codes wrong. There's a certain superstition about them in the field—that getting them makes you prone to melancholy, because you see too much. Probably nothing to that; everyone sees too much these days.

The Argus Ocular system allows the user to switch between unaltered vision, X-ray vision, low light vision, EMF vision, and thermal vision, which respectively function identically to the CorpTechs X- ray Eyes, Apogee Satana Creeper Peepers, CorpTechs E-gage, and CorpTechs Thermalenses.

APSF Creeper Peepers ($7500)
Subdermal, Eyes

Night vision has been a staple of all things army since all the way back in the 1900s. Though normally provided by goggles, covert fighters will have night vision capabilities installed directly into their bionic eyes. The wisdom of this remains debatable: EMP weapons are commonplace today, and the only thing worse than being unable to see in the dark is being unable to see at all. But it's not like you're in this business for the good decisions, now are ya?

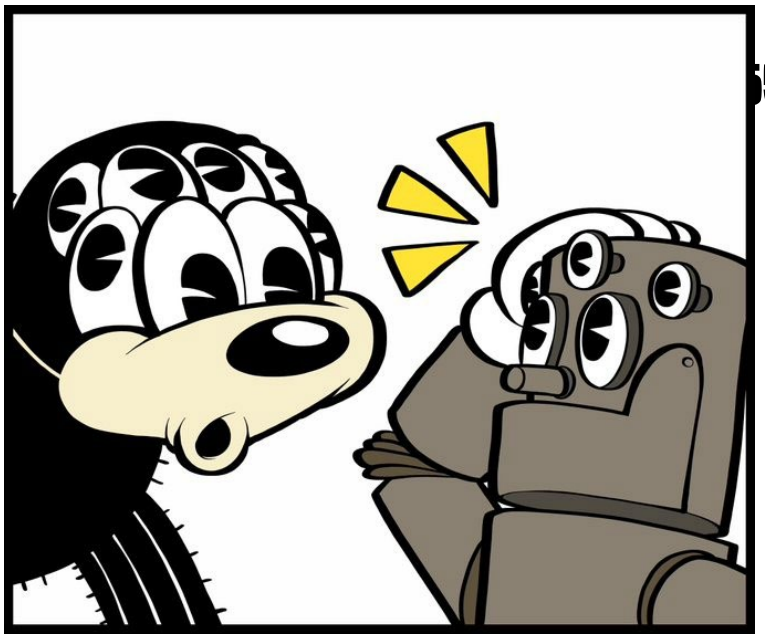
The Apogee Satana Creeper Peepers allow the user to see clearly in darkness. This does not allow them to see through such obstructions as smoke, blindfolds, or illusory walls. If this augment is disabled the user will be blinded and suffer a -8 penalty to all attack rolls.

CorpTechs Delphi Targeting System ($15000)
External, Eyes

You wouldn't believe it now, but once upon a time CorpTechs proudly advertised itself as a company finding peaceful applications for military technology. Somewhere along the line, as they steadily absorbed more and more of the industry, they figured out that most of that stuff really only has one usage. Like this optical targeting system, for example: great at leading targets in close quarters, not good for much else. Except maybe cheating at sports. So, they just bit the bullet—slapping their names on tools of war. They rose to the top of that field pretty soon, but it's hard to say how long they can stay there. As the rest of the world has continued inventing new technologies, CorpTechs has fallen behind. Or at least, most people say they have. There's certain theories, about what they do in secret…

While the CorpTechs Delphi Targeting Augment is installed, the penalty for making reaction shots is reduced by 2.

*unless you just kind of suck

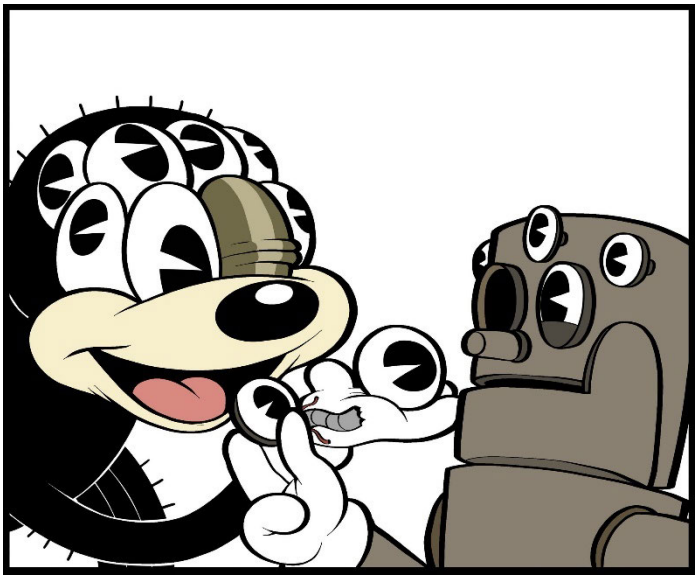


Name	Space	$$$$$
DivSys Argus Ocular System	Subdermal, Eyes	35000
APSF Creeper Peepers	**Subdermal, Eyes**	**7500**
CorpTechs Delphi Targeting System	External, Eyes	15000
CorpTechs E-Gauge	**Subdermal, Eyes**	**12500**
APSF EyeSpy Ocular Enhancement	Subdermal, Eyes	25000
Survivallist Ocular Firestarter	**External, Eyes**	**9500**
Peeping Tim	Subdermal, Eyes	12500
Peeping Tim Micro	**External, Eyes**	**7500**
DivSys SI-Eye-d Rack	External, Eyes	8500
CorpTechs Thermalenses	**Subdermal, Eyes**	**7500**
CorpTechs X-Ray Eyes	Subdermal, Eyes	12500

CorpTechs E-Gauge ($12500)
Subdermal, Eyes

EMF vision has always been a little bit of a finnicky bitch. It sees further than X-rays and it doesn't give you cancer, which is nice, but they still haven't figured out how to make the thing stop being so fuckin wavy—mostly because EMFs are, themselves, really wavy. But, hey—it lets you see hidden electronics, and the CorpTechs E-gauges come preloaded with a database designed to match EMF fields to known market augmentations to remove most of the guesswork from using them on people.

The CorpTechs E-gauge allow the user to see the augments of every character within 10 spaces and the location of every augmented character within 10 spaces as well as any electronic mechanisms concealed from the user by no more than one wall. This counts as having line of sight. This does not reveal the position of characters with no augments, or characters wearing foil-lined duster coats. If this augment is disabled, the user will be blinded and suffer a -8 penalty to all attack rolls.



Survivallist Ocular Firestarter ($9500)
External, Eyes

So when you're out hiking, your hands can pretty often suffer damage—crushed by a boulder, bitten off by some kind of wild animal, eaten by a cannibal, that kinda thing. So, to try and get ahead of that eventuality, Survivallist released the Ocular Firestarter: a directed laser mounted just above the tearducts, in case you need to start a fire but don't have any hands. Useful by itself—but even moreso, it was made using surplus previous-gen Hashimoto laser tech, and you can very easily overclock it to restore holdout weapon functionality.

Gain an integrated weapon with the following profile:

CAP: INF | DAM: 2 | RNG: 3 | Energy
Laser

Peeping Tim ($12500)
Subdermal, Eyes

Lots of people get optical replacements, for lots of reasons—eye damage, they're tired of losing their glasses, they can't find Waldo. Toonpunks usually get them because they wanna see further in darkness, or smoke. The real heads will tell you to only get one eye done, though: it's hard, but not *impossible*, for someone to hack your eyes right inside your skull—they can make you blind, or see things that aren't there. Both just as bad, in the right hands...

While you have the Peeping Tim installed, your sight sense increases by 3 squares.

Peeping Tim Micro ($7500)
External, Eyes

The Peeping Tim Micro can be implanted behind the left temple by any two-bit slasher, but the tech is *mucho* con carne: it can recognize, highlight, detail, and enhance a wide variety of solid materials, liquids, wear/tear patterns. Whether you're a doctor needing to analyze a patient's organs at a glance, or a recent widow trying to clean her carpet, the PTM can help you see the world in all its gory detail.

While you have the Peeping Tim Micro installed, you can see places where people have recently or regularly walked—as in the case of guard patrols, following the trail of a suspicious person, etc etc.

You may also roll perception to notice substances which may otherwise have gone unnoticed.

DivSys SI-eye-d Rack ($8500)
External, Eyes

The cloyingly-named Divinity Systems SI-eye-d Rack is an astonishingly complex device with a simple function: it allows you to mount secondary, tertiary, and quaternary eyes on your cheeks and forehead, then feed them to a single optic nerve—widening your field of view about 30 degrees past normal and allowing you to freely engage multiple vision modes. Some people think this makes you look unimaginably hideous. Some people think this makes you look deeply radical. We ain't judging.

The DivSys SI-eye-d Rack allows the user to use up to 4 different subdermal eye augments their inventory in any combination. These augments cannot be disabled by EMP; if they are disabled in any way, they do not inflict blindness unless all of them are simultaneously disabled.

CorpTechs X-ray Eyes ($12500)
Subdermal, Eyes

Need to scope out a room on the downlow? Do you suspect there's an ambush waiting for you behind a one-way mirror? If you want to skip an unpleasant surprise, then what you need is X-ray eyes! A classic must-have, these mall-install little beauties come pre-patched with the latest drivers and can pierce up to four inches of solid material– with a miniscule 75% skull and brain cancer risk! Ask nicely and your doctor might even through in some ChemoQuik.

The CorpTechs X-ray eyes allow the user to see all skeletons, including those inside living creatures, within 8 squares of their position. This effect can reveal skeletons on the other side of thin walls. This counts as having line of sight. If this augment is disabled the user will be blinded and suffer a -8 penalty to all attack rolls.

Ear Augments: Listen to This!

AMind Radio System ($1000)
Subdermal, Ears

Consumer-grade radio implants were some of the first to really gain widespread adoption—while they would soon be outmoded as a 2-way communicator by the MMCS, they endured as an alternative to external radio for pleasure listening. They're overabundant now: they keep producing at the same rate, but radio has fallen out of fashion in the last few years, since the terror of the third Celestial image—a thing so vast not even the Company's custom reality could obscure its hideous consequences…

The AMind Radio System can pick up radio signals. While it is installed, the GM must notify you of enemy wireless communications whenever you ask them to. If you don't specially say you are looking for enemy radio communications, the GM is not obliged to inform you of their presence.

Autodictionary ($750)
Subdermal, Ears

Did you know that there was a time back when people thought augmentation would make the world a better place, instead of just becoming the most effective control tool the bourgeoises have ever had? Ha, as if! Back in those innocent times, autodictionary augments more or less translated the words exactly as they were said. Now it's just about impossible to find one without an Unspeakable list. At least they're cheap and easy to install.

The autodictionary automatically translates any commonly spoken language with 98% accuracy and plays the translation directly into the user's ear, modulating its own volume to be slightly louder than the translated audio.

Mit svaevcfly cr fuld af āl

Name	Space	$$$$$
AMind Radio System	Subdermal, Ears	1000
Autodictionary	**Subdermal, Ears**	**750**
IO Customs Bunny Ears	External, Ears	32500
APSF Crocotta	**Subdermal, Ears**	**17500**
Archon Dangerdish	External, Ears	12500
Earwave Directional Mic	**External, Ears**	**8500**

IO Customs Bunny Ears ($32500) External, Ears

While most IO Custom augments go out of production after a limited run of a few thousand, the bunny ears have been in steady production since 2198. Why wouldn't they be? They're directional microphones, antennas, and acoustic danger sensors—but most importantly, they're super adorable.

The IO Customs bunny ears augment combines the functions of the Earwave Directional Mic, AMind Radio System, and Archon Enterprise Dangerdish. To reiterate: the user can listen to a conversation up to 15 squares away, or up to 5 squares away if there is one square's worth of thick wall between them and the target. If there are 2 or more squares of thick wall between the listener and the target, the directional mic is ineffective. The user gains Extrasense 1. The GM must notify you of enemy wireless communications whenever you ask them to. If you don't specially say you are looking for enemy radio communications, the GM is not obliged to inform you of their presence.

APSF Crocotta ($17500) Subdermal, Ears

Has this ever happened to you? You're in the mark's house, the target bound and gagged, when his favorite mistress asks from the hallway if he's done tying himself up! When he doesn't say anything, she comes in and catches you with your hand in the jewelry box, and now you're taking a hot shower with Bubba. If only you could somehow emulate the mark's voice and ask for a few more minutes! Well now you can—the ASPF Crocotta lets you emulate anyone in the whole world. Just detach your ear, press it against their larynx, and wait for the device to form a nonintrusive nanocast of their vocal cords. Then secure it to the roof of your mouth using the included adhesive, and voila! Your voice is now a perfect carbon copy of theirs. It's your choice: pick up a Crocotta now, or drop the soap later!

The Crocotta can be used on any person who is unconscious, tied up, or dead, and has not had their larynx damaged. The owner can then place it on the roof of their mouth to perfectly emulate the target's voice until it is removed. The Crocotta can only emulate one voice at a time.

Archon Dangerdish ($12500) External, Ears

Do you have any idea how hard it is to make a machine that can detect someone else without them using it to detect you? Hard enough that this isn't it, but it's about as close as you're going to get. The Dangerdish is a pair of ear-mounted dishes which broadcast and receive low-power EM waves, which can be easily mistaken for hundreds of other devices. They only travel a few feet before dissipating; the augment maps any returning waves to your auditory cortex, creating a low "white noise" which becomes a high-pitched ping when one of them is disturbed by anything in your immediate vicinity. While this theoretically allows you to anticipate stealthy attackers in the critical moment before they strike, they're annoying to use in crowds or close-quarters and as such are not often seen.

The user gains **Extrasense 1**.

Earwave Directional Mic ($8500) External, Ears

This simple directional microphone is mounted on the outer ear. Normally it's only half an inch or so wide, but at the owner's command it expands to two inches in length and becomes functional. It's popular with spies, thieves, and peeping toms.

Curiously, the Earwaves are one of the only consumer augments that don't have a brand attached to them: their ownership changes hands about every 6 months as people buy, sell, and bargain it over and over again. Everyone likes it too much to stop making it, but not enough to make it into a franchise.

The user can listen to a conversation up to 15 squares away, or up to 5 squares away if there is one square's worth of thick wall between them and the target. If there are 2 or more squares of thick wall between the listener and the target, the directional mic is ineffective.

Neck Augments: Rubbernecks, Roughnecks

ASCO "Brown Note" Subwoofer ($9500)
Subdermal, Neck

Once the Furies made psychological warfare a standard part of their doctrine, their rebellion began to rapidly gain ground. The loyalist forces became as afraid of the Asklepios commandos as they were of their own commanding officers—the sound of their battle cries echoed around the alps for minutes at a time, worse than the roar of bombshells.

Intimidated targets who move within X spaces of you, where X is your acting score, suffer fear equal to twice your acting score, minus the number of spaces between you.

GongSoft External Cooling Unit ($5500)
External, Neck

For a brief moment in 2099, GongSoft attempted to debut their own line of computational augments in opposition to DivSys. This ignited the short but eventful corporate war that ended with the complete acquisition of GS by DS, the humiliating appropriation of their name, and the public suicide of GongSoft's CEO. It was a blueprint for the intraglom corporate wars which followed in the new century.

Gain 2 Processing Power.

DivSys Neural Regulator ($5000)
Subdermal, Neck

The DivSys neural regulator is a chemical "railroad switch", which can—after reaching a certain threshold—abruptly cut off and counter the development of fear reflexes. This was their first mass market product, and it put DivSys on the map. It was a bright and brave new world. It stings like a whip, thinking of what could've been.

The Divinity Systems Neural Regulator allows you to ignore one point of any penalties inflicted by fear effects, and grants a +2 bonus to grit rolls made to dispel fear effects.

DivSys Neural Uplink Spine
($15000) External, Neck

Every so often you find a piece of equipment that's just too complicated to be operated with the tools that mother nature gave you. While luxury and convenience gave birth to the Technological Ascender, necessity was the mother of the Uplink Spine. With the advent of technology such as the Mechanical skeleton, it became necessary to perfect 1:1 motion synchronization between devices and pilots with minimum neural backlash. Thus, the DivSys Neural Uplink Spine was created. Implanted within the backbone, the Uplink Spine—Or "the shark fin", as it is sometimes called— manifests itself as a small metallic protrusion on the back, which is plugged into the target device. Unlike the Technological Ascender, it only interfaces with a few pieces of technology—but it doesn't quite have the debilitating mental effects of its more versatile counterpart.

The Divinity Systems Neural Uplink Spine grants you Uplink (0) 2. After installing the DivSys Neural Uplink Spine, you take 3 additional damage when your currently-equipped armor breaks, in addition to any other damage you would normally take that turn.

Moloch "Neuroburner" Implant ($8500)
Subdermal, Neck

Technically speaking this augment's full name is the "Moloch High-Intensity Neural Regulator". Originally envisioned as a competitor to DivSys's entry in the same market, Moloch's offering was significantly more effective in the short term—and in the long term, caused dementia, seizures, and hemorrhaging. Ultimately, it found a market on the deathworlds; it's a common sight among the sick-pack wars to this day.

Once per turn you may, at no action cost, immediately remove all instances of fear X/Y affecting you. Take damage equal to half their combined X value, directly to your health.

Name	Space	$$$$$
ASCO "Brown Note" Subwoofer	Subdermal, Neck	9500
GongSoft External Cooling Unit	**External, Neck**	**5500**
DivSys Neural Regulator	Subdermal, Neck	5000
DivSys Neural Uplink Spine	**External, Neck**	**15000**
Moloch "Neuroburner" Implant	Subdermal, Neck	8500
APSF "Noppera-bō" Mask	**External, Neck**	**350**
DivSys Technological Ascender	Subdermal, Neck	25000
OSG Vertebral Reinforcement	**Subdermal, Neck**	**20000**

APSF "Noppera-bō" Mask ($350)
External, Neck

During the 30 seconds when APSF was a nominally legitimate company, they released the Noppera-bō: a retractable mask that can be implanted in your jaw and septum with minimal disfigurement, then deployed at a moment's notice. Originally this was so people could deploy hygiene masks when going through crowded areas. It didn't take anyone long to realize the other thing masks are really good for– and just like that, the brand was born.

You may, at no action cost, deploy the Noppera-bō mask; it obscures your face like any other mask would. If you take EMP damage, it gets stuck in whatever way it currently is.

DivSys Technological Ascender ($25000)
Subdermal, Neck

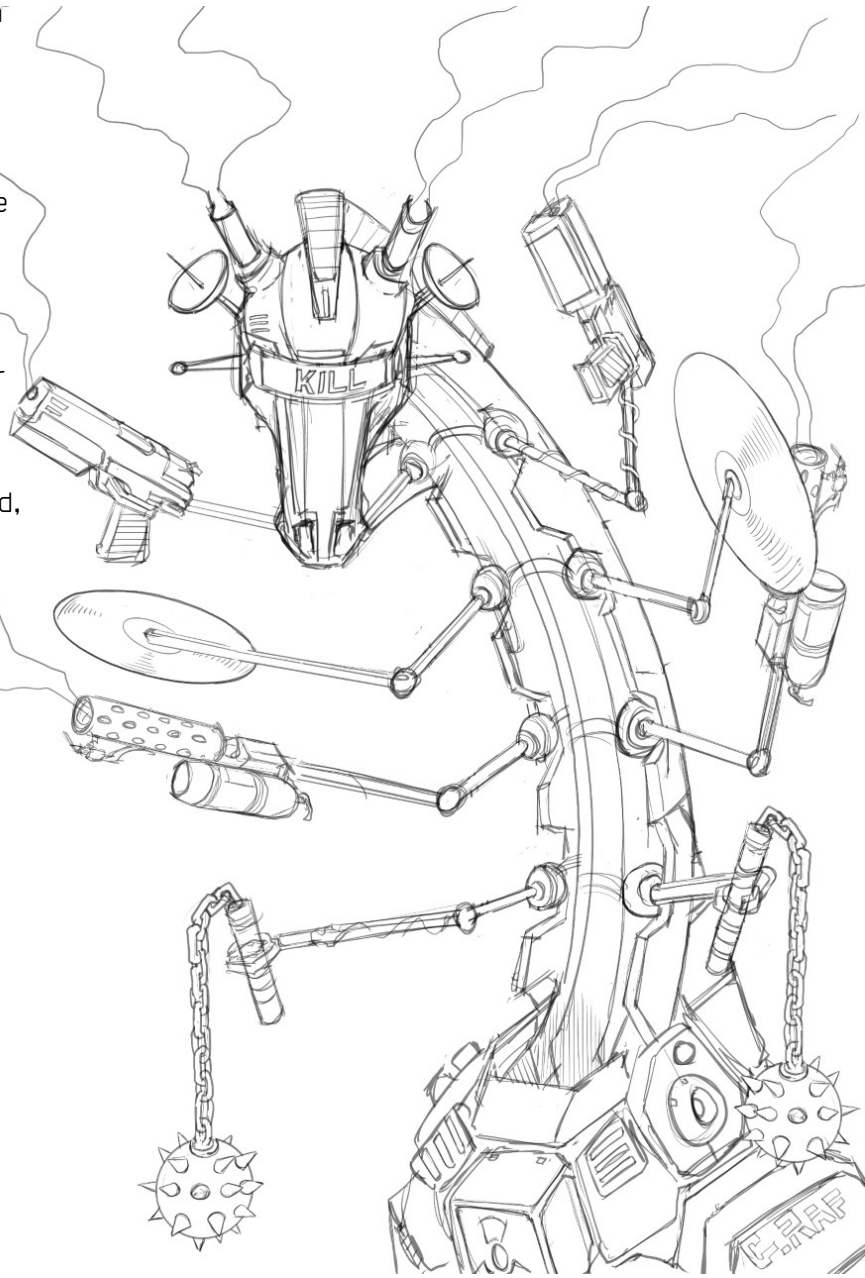
The DivSys TA is one of the most dangerous augments on the market. It's a suite of I/O ports on the back of your neck, which connect straight through your spine and into your nervous system via a number of artificial neurons. It lets you directly access, and interface with, any Company standard piece of technology in local space–right inside your head, no screens, no controllers. However, TA installs are prone to rejection, disease, and scarring. Behavioral side effects can include nightmares, fugue states, nervous tics, speech impediment, hallucinations–who knows what else. Getting a legal install of one of these will put you on meds–strong ones–for the rest of your life. Maybe it's worth it.

The Divsys TA gives you a +4 bonus to all hacking or hardware rolls you make to use Computers or Targeting Software weapons in your possession. This bonus can be conferred to any piece of technology meeting these criteria you find in the field, albeit with a 1d3 damage penalty every time you connect to something. Your technological ascender counts as an allied hardpoint; and if it is hacked, it ceases to function, no longer counts as a hardpoint, and then you will **instantly be incapacitated**. You may, however, be revived as normal. The technological ascender begins functioning normally upon the start of your next job.

OSG Vertebral Reinforcement ($20000) Subdermal, Neck

You all know the golden rule: aim for the head. We feel no need to explain why punching someone in the head and throat is a good idea, but we are perfectly willing to tell you what you can do to keep it from happening: with a vertebral reinforcement augment, something that could be the end of you can become just a slap on the back. Or in the throat, or the ventricles–it doesn't really matter where, because you're not going to feel it.

While the Olympus Sporting Goods Vertebral Reinforcement Augment is installed, you have complete immunity to cold-cock or Neckshot clash results: if somebody tries them against you, they are treated as "clash continues" instead. An opponent may still choose to take an effect from lower on the clash table.



Chest Augments: Not That Kind

BMGs ($16500)
External, Chest

We'll pretend it stands for "big machine gun".

Gain an integrated weapon with the following profile:

> **CAP: 9 | DAM: 3 | RNG: 5 | Bullet Automatic 3**

Cardiostaiblizer ($35000) Subdermal, Chest

Oh no! You've cut yourself! You've touched an electric fence! You've found your sister doing something unthinkable! But not to worry—no matter how deep your cut is, or what she did to that goat, a Cardiostabilizer can keep you from going over the edge. It's a combination microdefibrilator and ventricular pump which can instantly detect and counteract irregularities in any sapient heartrate—pulling you back from the brink just long enough to scream "My God, why?!".

If you are incapacitated, you are instantly stabilized. Once per encounter you may **overclock** the Cardiostabilizer at the start of your turn. If you do so, roll grit at a -4 penalty. If you succeed, instantly revive with one HP. However, after overclocking it, you will not benefit from its instant stabilization for the rest of the encounter.

DivSys Digistructor ($50000)
Subdermal, Chest

The sad truth of smuggling anything is that the only place you can reliably hide your contraband is waaaaaaay up your butthole; and sometimes, they have a machine for that, too! But there's one thing no scanner can get past, and that's a digistructor. This dandy little augment is a gelatinous semi-mobile sac, implanted immediately behind the sternum. The sac is host to a nanobot colony, which "eats" inorganic material—breaking it down on the molecular level, then storing it inside the sac. The colony will then, upon command, reassemble the item. In layman's terms: you can shove a whole gun inside your chest, and then yank it out whenever it's convenient.

When you have the DivSys Digistructor Platform installed, designate a single weapon or piece of equipment in your inventory. It does not take up an inventory space, but it does take two full actions to withdraw the object in question from your body.

Once withdrawn it can be removed from your inventory but cannot be disabled by EMP.

DivSys Ferguson Plate ($20000)
External, Chest

EMPs fuckin suck. Simple fact of life as a cyborg. There's no real workaround for it, but there is a handy mitigator: the DivSys Ferguson Plate is a subdermal capacitor which can intelligently and noninvasively attach itself to a vital augment, and then protect it from sudden overload by diverting charge into itself. It keeps your most important part running—whatever part that may be.

While the Divinity Systems Ferguson Plate is installed, you may reduce all instances of EMP damage done to you to half-strength, rounding up. Additionally, whenever you are hit by an EMP, you may pick any currently-installed augment; it will not be affected by it. The Ferguson Plate cannot, itself, be disabled by EMP attacks.

Name	Space	$$$$$
BMGs	External, Chest	18500
OuchEase Cardiostaiblizer	**Subdermal, Chest**	**35000**
DivSys Digistructor	Subdermal, Chest	50000
DivSys Ferguson Plate	**External, Chest**	**20000**
Archon FLE	External, Chest	42000
OSG Healrite	**Subdermal, Chest**	**40000**
Moloch Microwave Pulsar	External, Chest	23000
Archon Reactive Flesh	**Subdermal, Chest**	**27500**
Secondary Heart	Subdermal, Chest	33500
AO Titanio Body Shield	**External, Chest**	**50000**

Archon FLE ($42000)
External, Chest

Though the Archon Ferrous Liquidation Engine is by no means illegal, basically all of its users are criminals—ones with particular dysmorphias or axes to grind. It's a full GI Tract and partial outer stomach replacement, and the end result is that you end up with a large metal maw full of razor-sharp teeth stretching across your belly just below your ribcage. While you can technically eat *anything* with this second mouth, it gets its name from its ability to digest metal—which it then rapidly metabolizes in a way that biological stomachs simply can't. nomf :)

You can pick up and devour dropped items, healing yourself in the process. Devouring a compact or equipment sized item restores 1 HP; short items restore 2; and long items restore 3. You cannot exceed your maximum health by eating equipment, and cannot eat any clothing or armor items. Eating an item, no matter its size, requires a single action.

OSG Healrite ($40000)
Subdermal, Chest

When it detects intense physical stress, a Healrite implant releases nanites rapidly oxygenate red blood cells, normalize your blood pressure, and speed the growth of platelets over dermal ruptures. It doesn't *heal*, per se, but it does speed up an organic body's natural recovery. A slightly modified version, which administers water and wood molecules at key points, can yield a similar effect for most inkmen.

While the Olympus Sporting Goods Healrite is installed, you heal your full grit score instead of half grit when you heal between encounters.

Moloch Microwave Pulsar ($23000)
External, Chest

Not every integrated weapon can have grace or subtlety. Sometimes what you need is a burst of raw power—enter the Microwave Pulsar: an energy emitter mounted over your pectoral muscles, which emits a split-second burst of searing microwave radiation. Unusually for a Moloch design, it has a failsafe, and it can only be fired a few times every minute. Good job, too: otherwise it would make your organs explode.

Gain an integrated weapon with the following profile:

CAP: 1 | DAM: 8 | RNG: 1 | Energy
Limited Use: 3, Radiation

Archon Reactive Flesh ($27500)
Subdermal, Chest

Sadly for those of you who want to tank bombshells, flesh can't be "reactive" in the same way as a tank unless you want to have a whole lot less of it. However, this complex nanite solution can afford you limited resistance against low-velocity blunt force trauma: it nests in your bones and hardens in response to impact against your dermis, briefly forming a "shell" around them to prevent breaks. This won't stop attacks against airways and soft tissue, though, so don't let your guard down too much.

When a character defeats you in a clash, you may at your sole discretion force them to re-roll their clash victory die; you must abide by the results of the second roll.

Secondary Heart ($33500)
Subdermal, Chest

For many years, doctors have agreed that one heart is plenty for a full-grown human; but doctors also believed in germ theory, and we all know how that worked out. Those of you bold enough to brave new medical frontiers, take notice! A Secondary Heart is a fully functional cyborg heart that they just kinda squeeze in there next to your old one—when the first one fails, the second one kicks in immediately to keep you alive. A good one will even come with a dehydrated blood supply.

The first time you are incapacitated each encounter, immediately revive with 1 HP at the start of your next turn.

AO Titanio Body Shield ($50000)
External, Chest

If you like getting in a whole fuckin bunch of trouble, you might wanna check one of these out. A Titanio is the real shit. It's a nanite colony that lives in your epidermis. In response to adrenaline levels, it propagates and hardens, making your skin impact resistant— It's more generalized than a Reactive Flesh install, and will prevent more harm. That's the real part. But it causes permanent skin flaking, sensitivity, itchiness, appetite increase, and it makes you mildly magnetic. That's the shit part. This is one of those implants that makes you ask yourself what all you're willing to give to the cause.

While the Atlas Outfitting Titanio Body Shield is installed, your character gains Invulnerable 2. While the Atlas Outfitting Titanio Body Shield is installed, your Power Burst capacity is reduced by 1.

Back Augments: Not Just Braces

ArcBright Amber Lamp ($15000)
External, Back

When fully engaged, an Amber Lamp is almost as dazzling as it is dangerous: as the spent scratch paper boils, it casts a distinctive krackling light– when the vents are open, the amber and black mingle together in a shifting stripe pattern. Partial immersion in the steam will reconstruct damaged tissue; but overexposure will rapidly cause ink toxicity and permanent structural aberrations. The bearer of such an augment will often develop uncomfortable sub-muscular growths, which must be removed through difficult and expensive surgery.

Whenever you end your turn, all characters within 3 spaces of you gain 1 HP, unless they are incapacitated. Whenever you successfully cast or maintain a doodle, you may choose a single character within 3 spaces of you to gain 1 HP, unless they are incapacitated. You may only do this to any given character once per combat round. You may do this to yourself as well.

Archon Bronco ($50000)
Subdermal, Back

Sometimes in this business you're gonna carry things that are too heavy for a normal spine: bigass machine guns, engine blocks, whole-ass other guys. Spinal replacements are expensive and dangerous, with error leaving you paralyzed from the neck down—but the Bronco is about the safest off-the-shelf spine that there is. It mostly self-installs, so as long as you don't have an undiagnosed scoliosis you should be fine. And if you do, it won't be a problem for long.

You may ignore the effects of the "Heavy" trait. You no longer suffer a movement penalty from carrying characters.

Featherfall Contact Parachute ($7500)
External, Back

Implanted on your spinal column and on each of your wrists, the Featherfall contact parachute uses a net of speedometers and vital monitors to calculate your current condition—and the very instant you reach 1/3 of terminal velocity, the FCP releases a mist of nanomachines which encase you in a shell that's hard on the outside, but soft and gelatinous on the inside. Any fall, no matter how long, can be cut down to just a few pounds of force—which means that you never need to be afraid of heights again.

The Featherfall Contact Parachute allows you to survive any fall, taking 1d3 damage if it was 40 squares or longer. It automatically deploys itself during a fall of 3 or more spaces. It can only be deployed once per mission.

CorpTechs Hexagon-2 Shield Unit ($10000)
Subdermal, Back

The CorpTechs Hexagon 2 Personal Shielding unit is a complex and com*pact* augment that projects a thin energy shield around its owner. While it was intended to keep out dirt and small force impacts, it is **just** strong enough to hold off a single small- caliber bullet. A very popular install.

Gain **Shield 4**.

Keeps your scales smooth.

Name	Space	$$$$$
ArcBright Amber Lamp	Subdermal, Back	50000
Archon Bronco	**Subdermal, Back**	**50000**
Featherfall Contact Parachute	External, Back	7500
Hexagon-2 Shielding Unit	**Subdermal, Back**	**10000**
APSF Instant Armor	Subdermal, Back	1500
Super Illegal Ink Condenser	**External, Back**	**150000**
Arcbright "Iron Emperor" Ink Tank	Subdermal, Back	150000
DivSys Mechanicles	**External, Back**	**12500**
ArcBright "Plunderful Wyrm" Ink Tank	Subdermal, Back	12500
CorpTechs Reactive Grappling Hook	**External, Back**	**7500**
APSF Rocket Jump Device	External, Back	17500
Shoulder Gun	**External, Back**	**5000**
Arcbright "Vanta Scholar" Shreddervent	External, Back	7500

APSF Instant Armor ($1500)
Subdermal, Back

WHEE must regretfully inform you that Instant Armor is something of a misnomer—your armor will take between six and thirty-six seconds to arrive. That being said, this is a mere six seconds to do what normally takes a minute—and if you are deep enough in the business to be reading this text, you know how important that is. Using a state-of-the- art system of transponders, latches, and booster rockets, this tech can convert any suit of weapons and armor into a nimble and responsive self- propelled package, capable of guiding itself through enclosed terrain and onto your body with only minimal concussive trauma.

When you purchase this augment, designate an item in your inventory. At any point during your turn, at no action cost, you may activate your Instant Armor; the item will then be guided towards you by booster rocket. It takes X turns to arrive, where X increases by 1 for every 30 spaces between you and it. Unless you use an action to brace yourself for impact on the turn before it arrives, you take 1d3 damage when it hits you. You may purchase this augment any number of times and have any number of simultaneous installations.

Super Illegal Ink Condenser ($150000)
External, Back

Ink condensers are about the most illegal thing you can own, actually. Who designed this one here?

Hard to say; but whoever they were, they're in Hell now. If they catch you with one of these babies, they're not even gonna bother sending you to the chair—they'll just put two slugs through your brainpan right then and there. Even this one, which refines it primarily from your own blood and waste material. Incidentally, you're definitely gonna want a replacement liver if you get one of these.

Gain 1 IP at the beginning of your turn.

ArcBright "Jealous Angel" Shreddervent ($25000)
External, Back

The most common shreddervent is sometimes used by thaumaturges on active deathworlds—it lets them secure themselves during deep-dive rescue contracts. It's also sought out by certain wushu sects, for whom the powerful ablative shield is a necessary edge against gunslingers.

When you successfully cast or maintain a doodle, the next attack you may spend 1 charge to ablate any attack against you that has the bullet, warhead, or arrow types, unless it was a surprise attack. Ablating an attack reduces its damage to 1.

ArcBright "Iron Emperor" Ink Tank ($28000)
External, Back

Here we have a fascinating piece of engineering—a decentralized well system that can exist (relatively) comfortably in your flesh and store ink in amounts far exceeding the Plunderful Wyrm. Obviously it's insanely illegal, but The Iron Emperor is a very rare augment for other reasons: the augment's maximum capacity is directly proportional to your own muscle mass, so it was largely rejected by its primary demographic.

Increase your maximum IP by your grit score.

Fun for the whole rule

DivSys Mechanicles ($12500) External, Back

Problem: the struggle is short-handed. Solution: more hands. The install is ugly and maintenance is a mess, but the Mechanicles are still worth lookin at. They're quicker and more versatile than an external SimLimb system, and they map onto basically any brain—even nonhuman organics. A lot of techies and heavy gunners use these things to tie their kit together.

The Divinity Systems Mechanicles set is an augmentation which can be modified between missions to provide a number of different functions. Most of these modifications must be purchased individually; they are listed in the next section. Most mods require at least one of the mechanicles to use, and this cost is listed in their description. A mechanicle which is already serving a function may not be used for another. You may never have a combination of functions which requires more than four mechanicles to use.

The default Mechanicles package comes with four Mechanicles. A Divinity Systems Mechanicle Augmentation System cannot be hidden by duster coats or other clothes. While you have the Divinity Systems Mechanicle Augmentation System installed, you no longer gain free power bursts at the end of jobs.

ArcBright "Plunderful Wyrm" Ink Tank ($40000)
External, Back

Strictly speaking, it's illegal to create any augment that allows for subcutaneous storage of ink. However, an augment that allows for the extracutaneous storage of ink in a small inflatable sac, that is then patched over with an artificial dermis, is legal. Enter the Plunderful Wyrm— generally shunned by aesthetes, since it rather unflatteringly disfigures your back while full. And will also get you shot by Company hit men, for whom the actual letter of the law is of vanishingly little concern.

Increase your maximum IP by 5.

CorpTechs Reactive Grappling Hook ($7500)
External, Back

If you spend a lot of time getting chucked off of high-rises but don't feel like making a trip all the way down, skip the contact parachute and try one of these babies instead. The CRGH is an electromagnetic hook launcher on the end of a servo arm, that automatically anchors itself to a nearby surface in case of your impending death by gravity. People do some pretty crazy tricks with this thing every so often, but most of you reading this will probably be happy just staying alive.

Whenever you begin a fall of 3 or more spaces, the reactive grappling hook will automatically anchor you to the object you just fell off of. You may then spend an action to return to your previous position. You may also roll hardware to attempt to return to your previous position at no action cost, but you may only attempt this once per each activation of the reactive grappling hook.

dont let your S/O have this

APSF Rocket Jump Device ($17500)
External, Back

The APSF Rocket Jump Device—or the "Holy diver", if you prefer—is a machine for a specific kind of person: a person with titanium testicles, the poise of an Olympic swordsman, and the self-preservation instinct of an inebriated Irish Setter. This hydrogen thruster is fixed on your back and opens up into two directions to create a distinctive "angel wing" pattern. It's not strong enough to give you any vertical thrust, so this thing serves just one purpose: to propel you and your murder implement of choice towards your victim fast enough to make both of you into paste. We'd say Godspeed to ya, but that might actually be a step down.

At the beginning of an attack action, you may use your Rocket Jump Device. When you do so, you may move in a straight line up to your normal movement speed, and attack any target adjacent to you with any weapon in your inventory. If you are attacking with a melee weapon and moved more than 2 spaces during this action, the attack gains additional damage equal to the number of spaces you could have moved but did not. This attack may be a multishot; but it cannot voluntarily be a clash, and you cannot attack any other target or use any other weapon during this action. Until the start of your next turn you cannot absorb clashes and roll 1 fewer dice when clashing or evading.

Shoulder Gun ($5000)
External, Back

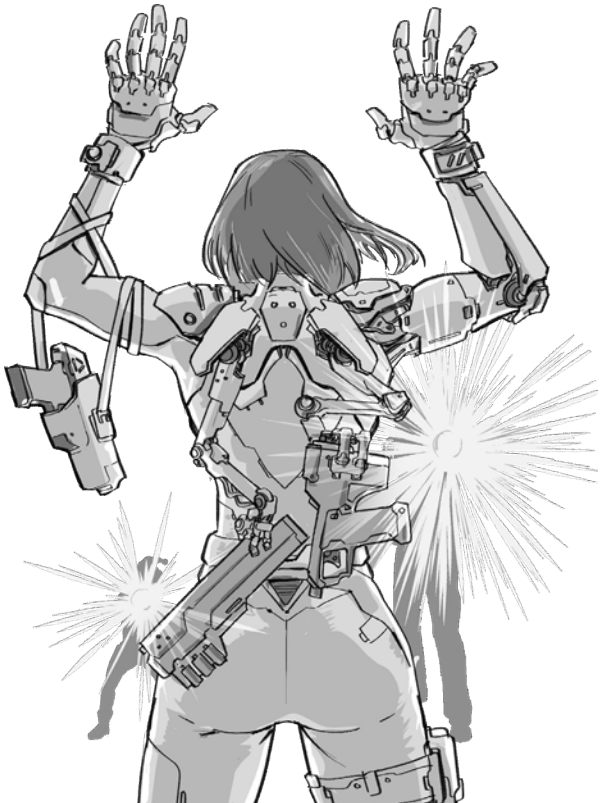
Sometimes you gotta carry an extra gun or two—but extra arms are punishingly expensive, and they're really bad for you. So instead of that, a lot of people will get shoulder guns: weapons mounted on their back, which pivot to point forward and fire on command. These things are really, REALLY bad for your ears—so if you don't have a set of autodeafeaners, be prepared to get some after the first few shots.

At the beginning of an encounter, you may designate up to two weapons in your inventory to be your shoulder guns. They become **integrated weapons** and gain the **whirlwind 2** and **limited-use 1** traits.

ArcBright "Vanta Scholar" Shreddervent ($25000)
External, Back

ArcBright's shreddervent augmentations aren't commonly sought out: they can jam easily if you don't take great care of them, and if you try to use one that's gummed up, the implantee doesn't usually survive. Their additional functionality is useful in certain fringe cases, but most corporations don't need to bother with ink reuse in the first place. The "Vanta Scholar", their most famous (and dangerous) model, stores the shredded scratch paper from your ordinary doodles and ejects it like a shotgun blast. Catch someone head-on with it, and you'll fuck up their lines for a few seconds.

When you successfully cast or maintain a doodle, you may expose a single character within 8 spaces of you.



Mechanicles:
They Get Their Own Section

Autopliers (Included With Mechanicle Purchase)
Requires one Mechanicle

About as wide as a baguette, and capable of expressing force comparable to a jaw, a Pipsqueak Plier is the first mechanicle function most recipients learn to use. While it lacks strength, it compensates with flexibility: it can be used to pick up and manipulate objects. Sadly, however, it cannot actually use whatever it is carrying, due to its limited dexterity. This makes it good for little other than pack mule duty, or else as a cupholder while you're doing something with your real limbs.

However, the Pipsqueak Pliers are the only commonly-available Mechanicle function suited for heavy loads—which means despite its limited functionality, they're the only arms which will be good for carrying loot.

For every Pipsqueak Plier you currently have equipped, you can carry an extra basic bag, regardless of its contents.

Equipment Mount ($2500)
Requires one Mechanicle

Just in case you wanna stick something on the end of your robo-arm that isn't a gun, but is a gussied- up version of something you already have, DivSys has generously provided the public with this easily-customizable equipment mount, which can be used to hold and operate most hardware on the market—affording you not only extra storage space, but extra utility.

For every Equipment mount you have installed, you can carry an additional piece of Equipment. Any equipment that is carried in this way can be used at no action cost; however, any rolls that they require will be penalized by -2, with an additional -4 for every other piece of equipment used in a single turn. You may only use any given piece of equipment in a mount once per turn.

Name	Mechanicle #	$$$$$
Autopliers	1 Mechanicle	N/A
Equipment Mount	**1 Mechanicle**	**2500**
Long Weapon Mount	2 Mechanicles	3000
Retracticles	**No Requirement**	**1500**
Normalizing Necktie	No Requirement	1500
Octavian Ambulators	**2 Mechanicles**	**5000**
Short Weapon Mount	1 Mechanicle	2500
Spot Welder	**1 Mechanicle**	**2500**

Long Weapon Mount ($3000)
Requires two Mechanicles

And here, we finally arrive at one of the proverbial big earners—one of the biggest, if not the biggest reasons Operators invest in Mechanicles. By using one arm to aim and another to absorb the recoil, it's possible to convert half a set of Mechanicles into a pretty-much-flawless rifle brace. The best part is, all it takes is a little programming know-how, a little elbow grease, and about 3000 hands in material costs.

For every Long Weapon Mount you have equipped, you can carry and use an additional long weapon with each attack action. You may never multi-shot with a mechanicle-mounted weapon. A -4 penalty is applied for every additional weapon used this way. Any weapon on a long weapon mount can neither critically succeed nor critically fail, but may gain the **Targeting Software** trait if you so desire. While guarding with weapons on a Mechanicle mount, you may make reaction shots against any number of targets.

Retracticles ($1500)
Does not require any Mechanicles

For those of you who want the concealment factors of a Necktie without the hassle of assembling it each and every time, there is an answer: the Retracticle function! For an equally nominal fee, your Mechanicles can be modified with a retracting function, which allows them to retreat into your chest cavity at any moment with but a thought!

Unfortunately, due to the troubled relationship between steel and vital organs, you inevitably need a second man on hand to make sure things go well.

While wearing a set of Retracticles, you may retract whatever Mechanicles you have installed (regardless of their installed function), which makes them undetectable and concealable by clothing. However, whenever you do this, another crew member of your choice must make a hardware roll, with a stacking -1 penalty being applied for every map tile between you and them. If they fail this roll, you will instantly take 1d3 damage, which cannot be blocked by shields or armor. If they critically fail this roll, or if no-one makes the roll at all, you will instantly be incapacitated, and shortly thereafter suffer a horrifying death by internal hemorrhaging if you are left untreated.

Normalizing Necktie ($1500)
Does not require any Mechanicles

For those of you who'd rather not wear your colors (and/or nefarious intentions) on your sleeve, Divinity Systems has another answer: the normalizing necktie. For a nominal fee, this simple adapter-cum- power-source—which is to the naked eye indistinguishable from a collar, choker, or tie—allows you to power and operate a set of Mechanicles without the painful and disfiguring implant process. This allows you to fold up your Mechnicles and take them with you wherever you go, and only put them on when you need them! Unfortunately, this severely inhibits your ability to uplink with anything else, due to the complex nature and severe demands of the adapter.

It takes four actions to don a set of Mechanicles once battle has been joined. While folded up, a set of Mechanicles cannot be used for any reason.

While attached, they function normally.

Octopoid Ambulators ($5000)
Requires Two Mechanicles

Are you sick and tired of having to walk everywhere? Do you wish you could suction cup your way over the walls, ceilings, and windows of enclosed areas? Do you ever enjoy throwing old women off of buildings, or having rolling fistfights on the back of el trains? Then the Octopoid Ambulators are right for you. This set of powerful mechanical limbs allows an unprecedented freedom of movement wherever you go! Strap em on, and climb up buildings and over cars—climb over pedestrians and small animals; squash your enemies like bugs while laughing maniacally from the back of your doomthrone..

For every pair of Octopoid Ambulators you have equipped, you may use an action to move 5 tile spaces over any solid surface, regardless of its facing or verticality. This does not inflict penalties.

Short Weapon Mount ($2500)
Requires one Mechanicle

Second verse, same as the first, a little bit shorter and a little bit worse.

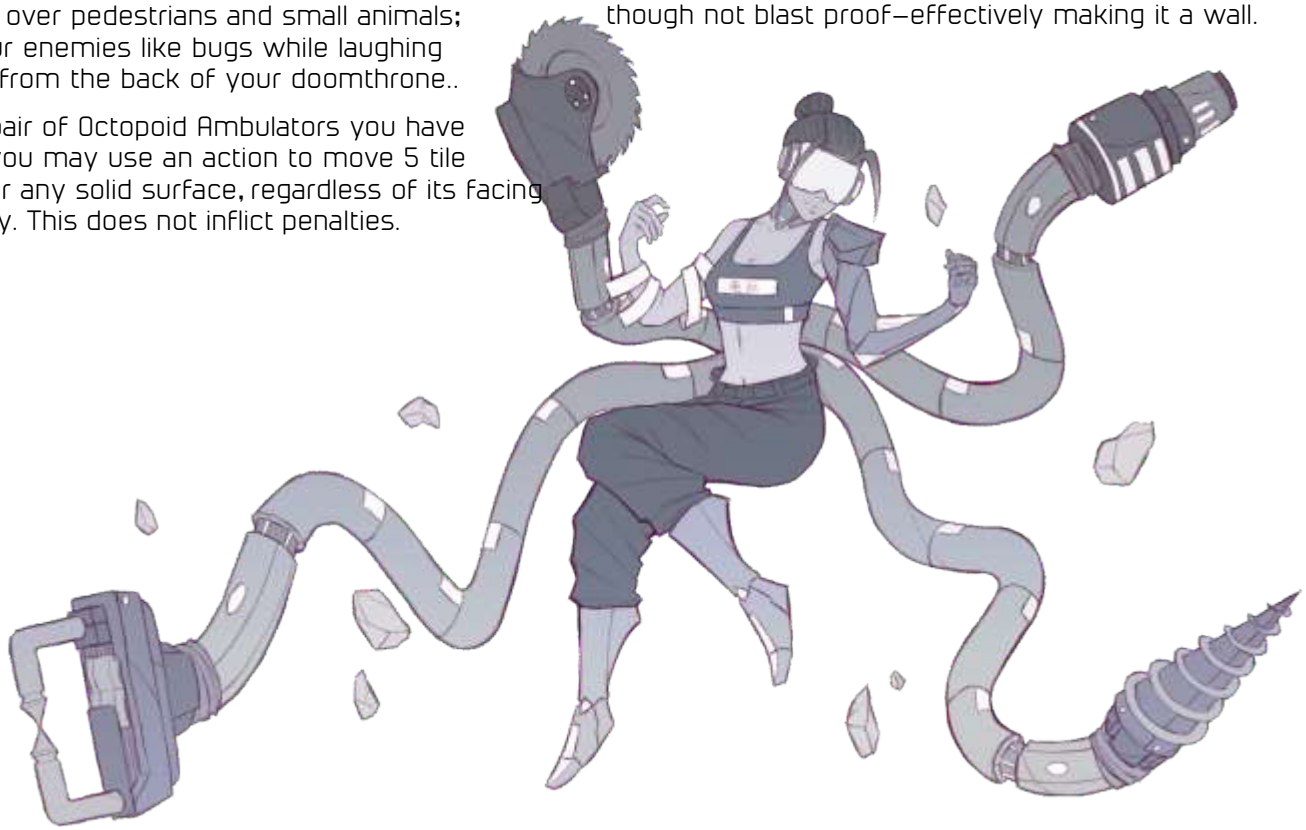
For every Short Weapon Mount you have equipped, you can carry and use an additional Short weapon with each attack action. You may never multi-shot with a mechanicle-mounted weapon. A -4 penalty is applied for every additional weapon used this way. Any weapon on a short weapon mount can neither critically succeed nor critically fail, but may gain the **Targeting Software** trait if you so desire.

When you enter guard mode with a weapon mounted on a short weapon mount, you may make reaction shots as normal against any number of applicable targets, instead of against only one. No extra penalties are applied to these additional reaction shots.

Spot Welder ($2500)
Requires one Mechanicle

Not every Mechanicle function is just an extra knicknack holder: some of them are straight-dope hardcore original shit—like the CorpTechs Spot Welder Mechanicle attachment. Created to give high-risk construction workers a safe and easy way to rapidly weld metal together, it just so happens that Operators often need the very same utility.

While wearing a Spot Welder, you may weld shut any non-wooden door you encounter. While this is very noisy, it renders the door opaque and bulletproof, though not blast proof—effectively making it a wall.



Arm Augments: Longarms, Strongarms

S/W Acesleeve Ballistic Kit ($35000)
External, Arms

S/W started out making guns for horses, which is about as difficult as it sounds. They quickly hit on the idea that the best way to make a gun for a quadruped is to have it aim itself. Enter the Acesleeve: a wrist replacement it lets you slide your favorite gun into your favorite arm and get away with some outrageously improbable shit: if there's a straight line between you and the target, the Acesleeve will find it and make the shot.

You may expend an additional action whenever you attack to activate it. After activating it, the first bullet, energy, or arrow-type projectile you fire that turn will ALWAYS hit its mark, so long as the target number of your murder roll, factoring all bonuses and penalties, is greater than 0. This ONLY applies to the first projectile fired each turn, regardless of the attributes or traits of the weapon it is fired from.

CorpTechs Akimbrace ($50000)
External, Arms

An Akimbrace is a fairly rare sight out in the field, even though its effect is incredible. The price tag is a problem for some folks—but the big one is the deformity. The external muscular system resembles, at its most benign, a series of ossified braids; with use, they tend to become even more pronounced…

You may carry two short or compact weapons in the same inventory slot, and you may fire them simultaneously. They may target different characters at a -2 penalty instead of the ordinary - 6; multishot penalties only increase by the normal +4 amount. They must still be reloaded individually.

Pairs well w/ autos

CorpTechs Blackjacks ($30000)
External, Arms

Are you tired of wrist strain? Did your hands get cut off in an easily preventable industrial accident? Do you cheat at Thumb War? Then you need the Corptechs Blackjack-pattern Grip Augment—the most popular hand replacement in the world. The Blackjack is so cheap, and so effective, that it's often a mandatory install for factory workers, state artists, and soldiers. Even we gotta…*hand it* to em.

Gain +1 unarmed damage and +1 clash success rolls.

Remember: Always Double Tap

TSD Compensatory Cuffs ($35000)
External, Arms

The CompCuffs/Akimbrace clash is a rare example of two augments with the same tech being allowed to exist under Company rule—it would cost more money to refurbish the factory than it would to just keep selling the things. These subdermally massage your forearm muscles to keep them from scarring up or involuntarily relaxing, so you can keep weapons on target during long bursts of fire.

You may ignore the first instance of any multishot penalties you incur, once per turn, as long as the weapon is being held in your arms and not operated via mechanicles or other means.

IO Customs Crab Claw ($8500)
Subdermal, Arm

Snib Snab :D

The IO Customs Atlantis Suite hold the interplanetary record for "most quickly criminalized augments of all time": they were legal for only thirty-six minutes, after Lord Owlverette used them to massacre 8 members of parliament at a fundraiser. The opening attack of the massacre was made using a piece like this, when Owlverette snapped off MP Greg Karatuchy's head with one good pinch.

Gain an integrated weapon with the following profile:

CAP: INF | DAM: 4 | RNG: 1 | Melee
Pierce: Ceramic

Name	Location	$$$$$
S/W Acesleeve Ballistic Kit	External, Arms	35000
CorpTechs Akimbrace	**External, Arms**	**50000**
CorpTechs Blackjack	External, Arms	30000
TSD Compensatory Cuffs	**External, Arms**	**35000**
IO Customs Crab Claw	Subdermal, Arms	8500
IO Customs Pistol Shrimp	**External, Arms**	**25500**
CorpTechs Strongman-3	Subdermal, Arms	20000
OSG Recoil Dampeners	**External, Arms**	**25000**
Archon Spider	External, Arms	10000
Utiliton Multitool Black MK. IV	**Subermal, Arms**	**3000**
Utilitorch Black	Subdermal, Arms	8500
Zappy Knuckles	**Subdermal, Arms**	**12500**

IO Customs Pistol Shrimp ($25500)
External, Arms

Have you ever wanted to punch like, four people at once? For most of human history, you could only do that if you had really huge hands; but now this incredible power can be yours as well! The Pistol Shrimp discharges over 70 bar of air pressure with every punch, allowing you to stagger and injure opponents who are several meters away. Unsurprisingly, like everything else fun, it is super illegal and a little expensive.

Your unarmed attacks gain range 4 and cone 2.

CorpTechs Strongman-3 ($20000)
Subdermal, Arms

SLib SLab : D

The Strongman-3 Muscular Enhancement Unit exists in symbiosis, rather than competition, with CorpTech's Blackjack product line: the Strongman series replaces muscles and tendons in the upper arm, while the blackjack exists below the elbow. Total arm replacements using both augments in concert are often sought out by mercenaries, or inflicted on extraterrestrial labor-slaves.

The CorpTechs Strongman-3 increases your unarmed damage by 1. It increases all clash success rolls by 1.

OSG Recoil Dampeners ($25000) External, Arms

OSG's recoil dampener augments work slightly differently than TSD's series: while TSD's rapidly repairs and alleviates muscle damage, OSG's is actually a shoulder and upper arm steroid regulator that artificially expands your muscle tissue to let you cope with extreme pushback. Tinhorns get them confused all the time, so make sure you double-check which one you're buying.

You may ignore 6 points' worth of the "recoil" trait while using a weapon that has it.

Archon Spider ($10000)
External, Arms

Most of Archon's augments were developed on the philosophy of "wouldn't it be cool if…". Take the Spider, for example: it's a bunch of carbon spikes in your forearms that let you climb walls. Soldiers prefer vertical insertion, rock climbers prefer ropes, and thieves have been getting just fine without them for centuries. But wouldn't it be cool if…?

The Archon Enterprises Spider lets you climb up and around vertical faces at half your normal move speed. Doing so does not require an athletics roll.

Utiliton Multi-tool Black Mk. IV ($3000)
Subdermal, Arms

The Utiliton Black is the same as the white, but it's integrated into your arm. It still hasn't changed, it still probably never will, and it's still as important as overalls as it comes to handymen.

The Utiliton Multi-tool White comes equipped with a pair of wire cutters, an electric drill/screwdriver, a tiny reciprocating saw, a can opener, a bottle opener, a USB stick, and a magnifying glass.

Utilitorch Black ($8500)
Subdermal, Arm

Let's cut to the chase: you want to know if this can cut through fences and safes. It can, and right now it's the smallest torch in its class: it fits into your palm and can be deployed with a simple crank mechanism in your elbow. Then, using a refillable tank small enough to fit in that funny hole in your wrist bone, the Utilitorch can burn hot enough to cut steel for almost 5 minutes. It's loud and it's bright, so it won't really help you on stealth ops; but it burns underwater and it burns consistently, so it's popular as all Hell.

The Utilitorch allows you to force open locked doors or vents, cut through fences and reinforced windows, and cut through thin walls. These respectively take 2, 4, and 8 actions. During any one of these actions, a character may make a hardware roll; if it is successful, then the action they are taking counts as though the character spent 2 actions on it instead.

Zappy Knuckles ($12500)
Subdermal, Arm

Zib Zab :D
Cut that out.

This is the generic name for a wide field of augments, also called "fuckledusters" or "sticky fingers". Mounted in the knuckles or fingertips, Zappy Knuckles are electromagnets which only form a complete circuit under pressure—IE from a punch or grapple. When completed, they emit a highly localized EMP field only 5 or 6 centimeters across. They aren't strong enough to flash-fry electronics like a grenade; but if used properly, they'll briefly disrupt your enemies' augment functions without harming you.

Your unarmed attacks gain EMP 1.

Waist Augments:
Waists of Time, Money

Archon "Billy Goat" Stabilizer ($35000)
Subdermal, Waist

Waiters. Soldiers. Jackie Chan An implanted stabilizer is good for anyone who needs to run really fast while balancing something heavy. The Billy Goat is Archon's current imprint. The Jailbreak is easy, but its consequences for your lower back, and your reproductive bits, should be considered carefully.

While the Archon Enterprises Gyropedic Stabilizer is installed, you may spend an attack action to **Run and Gun**. When you Run and Gun, draw a straight line from your current position, to any square within your movement range, and move there. You may attack any enemy that passes within your weapon's effective range during this movement, at no penalty.

While this augment is equipped, your maximum power burst capacity is reduced by 1.

IO Customs FLimb ($Special) External, Waist

It's not Flim-flam, it's FLimb—Fifth Limb, a modular coccygeal augmentation that allows you to mount one of several tails on your spine. While it is by no means the only one of its kind, it is the only one designed by violent seditionists, for use by the same: each of its tails yields a unique combat utility.

The IO Customs FLimb has the following variations. You may own as many as you like, but only have one installed at any given moment.

Ankylosaurus ($18000)

Gain an integrated melee weapon with the following profile:

CAP: INF | DAM: 6 | RNG: 1 | Melee
Pierce: Ceramic |

Kangaroo ($9500)

After you successfully evade a clash, the character you evaded is **exposed.**

Monkey ($16000)

You can carry an extra storage item. Once per attack action you may make a single **unarmed** attack at no additional penalty or action cost, including all damage modifiers. This attack may be also be used as a clash instead. The Monkey Tail may be used as a third hand. You may use an action at any point on your turn to wrap your tail around a solid object; until your next move action, you may ignore all involuntary movement effects.

Playtpus ($10000)

Gain an integrated weapon with the following profile:

CAP: 4 | DAM: 2 | RNG: 5 | Arrow
Poison 8, Pierce: Mesh, Whirlwind 3

Scorpion Type A ($16000)

You can carry an extra storage item or long weapon. You may exchange this weapon with one in your hands at no extra cost. If this weapon has the **melee type**, once per attack action you may make an attack using it, in addition to any other attacks you make, at no additional penalty or action cost.

This attack cannot be a clash. You may use an action at any point on your turn to wrap your tail around a solid object; then, until your next move action, ignore all involuntary movement effects.

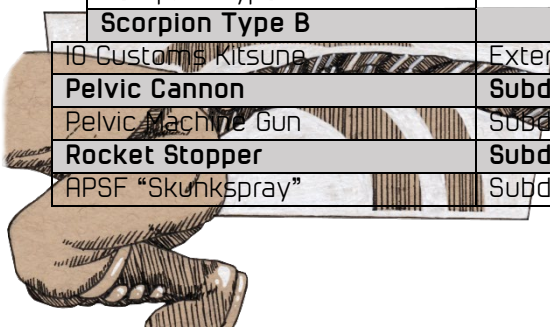
Scorpion Type B ($16000)

You can carry an extra storage item. You may use an action at any point on your turn to wrap your tail around a solid object. Then, until your next move action, ignore all involuntary movement effects. Gain an integrated weapon with the following profile:

CAP: INF | DAM: 2 | RNG: 1 | Melee
Poison 8, Pierce: Mesh, Whirlwind 3

I didn't realize these were all animal themed

Name	Location	$$$$$
Archon "Billy Goat"	Subdermal, Waist	35000
IO Customs FLimb	**External, Waist**	**Special**
Ankylosaurus		18000
Kangaroo		**9500**
Monkey		16000
Platypus		**10000**
Scorpion Type A		16000
Scorpion Type B		**16000**
IO Customs Kitsune	External, Waist	32500
Pelvic Cannon	**Subdermal, Waist**	**23000**
Pelvic Machine Gun	Subdermal, Waist	23000
Rocket Stopper	**Subdermal, Waist**	**8500**
APSF "Skunkspray"	Subdermal, Waist	25000



IO Customs Kitsune ($32500)
External, Waist

While campaigning for the spiritual legitimacy of Shinto illustrations, Lord Owlverette befriended JCP Representative Inugami Aoi. Though they were on opposite sides of the law, they shared a common goal; Owlverette created the Kitsune augment in her image. These flowing robotic tails were often installed on the spines of Shinto revolutionaries as symbols of solidarity. Owlverette gave the plans to a small number of trusted artisans in Japan in America; today, fewer than 2000 people know how to create one. Traditionally the creation of a Kitsune augment is a spiritual undertaking: they are all works of art, each prehensile and customized with texture and imagery meant to represent the owner's history and prowess. Most importantly, each one houses a narrow-spectrum particle impact beam—AKA "tiny death ray".

Gain an integrated weapon with the following profile:

CAP: INF | DAM: 2 | RNG: 8 | Energy
Radiation, Automatic 9, Whirlwind 2

Pelvic Cannon ($23000)
Subdermal, Waist

Swag is for boys; class is for people who aren't playing Toonpunk.

Gain an integrated weapon with the following profile:

CAP: 1 | DAM: 8 | RNG: 4
Pierce: Mesh

Pelvic Machine Gun ($23000)
Subdermal, Waist

Robert Rodriguez is a genius.

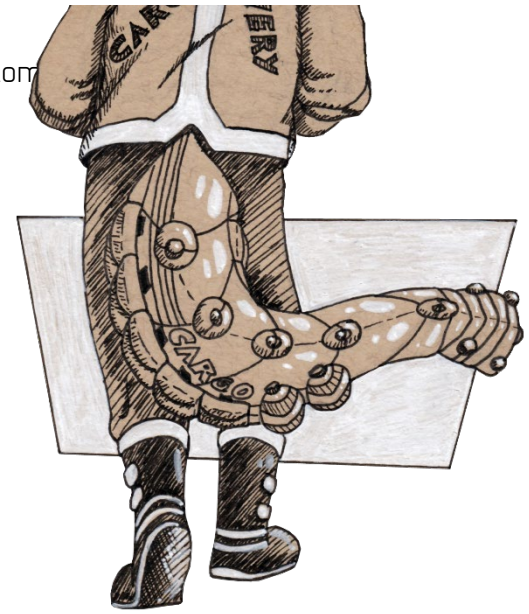
Gain an integrated weapon with the following profile:

CAP: 20 | DAM: 2 | RNG: 6
Whirlwind 5

Rocket Stopper ($8500)
Subdermal, Waist

This augment is noisy and energy-intensive, but it saves lives—specifically, yours. Mounted on your waist, the rocket stopper is a 145-degree cone camera and laser combo which, when engaged, circles your waist 52 times a minute. If anything lands next to you which resembles a grenade— pineapples, baseballs, stray pigeons—then the point defense blasts it with a glob of nanites which will rapidly propagate into and neutralize the device's reactants. Or heart, as the case may be.

The first time each combat round an attack with the blast trait would place its epicenter on or adjacent to you, the attack autom



APSF "Skunkspray" Smokescreen ($25000)
Subdermal, Waist

There's no way to make this augment any less profoundly disturbing, so we're not even going to try. Modeled after the skunk's most defining feature, and intended for use in desperate situations—such as when you're cuffed, gagged, and being escorted at gunpoint towards your impending execution—the APSF Smokescreen augment is a small dispersal unit mounted below the tailbone. The device's implantation and application are remarkably uncomfortable for all involved parties, but it might be better than whatever drove you to use it.

When you use the Apogee Satana Skunkspray Smokescreen, deploy a 5x5 smokescreen at your immediate location, with you being the center. This smokescreen will persist for 5 turns. Anyone and everyone with a view of your back must make a grit roll; in the event of failure, they will be tormented by a tremendous and abiding feeling of shame for the rest of their days.

Leg Augments: The Stuff of Leg Ends

AO Anchor Ankles ($7500)
Subdermal, Legs

Getting pushed out of cover—which happens more or less the second you run up against a startist— usually presages your violent death. If you, understandably, would like to prevent that from happening, consider investing in a pair of Anchor Ankles: at your command, they deploy a set of magnetic pitons into the ground by your feet, to keep them firmly planted right where you want.

You may ignore any effects which would induce you to move involuntarily, so long as you did not use a movement action on your previous turn.

Featherfall Ankle Replacement ($1500)
Subdermal, Legs

In this line of work your ankles are going to take a lot of abuse. About the third time you botch a tuck- and-roll from the second story window, you're going to want to invest in this: a full replacement for your calcaneus, tibia, and Achilles tendon that ablates subterminal impacts to the foot and maintains ordinary function under EMP shock.

You may safely survive a drop of fifteen feet (or 5 squares). This only applies if you leave under your own power; not if fall, trip, or are pushed.

LED Ass Cheeks ($12500)
External, Legs

It may surprise you to learn that this is actually one of the more common augments on the market. But think about it: you can sit on cold surfaces without it really bothering you. If you're going out to a party and want to be noticed, you can trade it for a slightly bigger model—or inflate it, if yours lets you do that. You can create a flashy-as-hell look with moving colors and patterns. And, if you're the sort to do that kind of thing, you can land some outrageous insults.

Character you have taunted do not lose the effects after the end of their turn. At the start of their turns they may make a grit roll, at no action cost, to remove the effects of the taunt. If your acting is greater than their grit, this roll is made at a penalty equal to the difference between the two.

Archon Rabbit ($15000)
External, Legs

This full ankle replacement is currently the upper ceiling for bipedal mobility, as well as one of the most complicated healing processes there is: it requires a complete replacement of your Achilles Tendon and up to four hours in a nanite bath after installation to ensure proper bonding. The end result is that you get a 5 meter vertical leap; so it's worth it if you're tired of taking the stairs, or just enjoy jumping really high for no reason.

The Archon Enterprises Rabbit allows you to leap up to thirty squares vertically. It does not allow you to safely land from that height. Make sure you have something to land on.

Name	Location	$$$$$
AO Anchor Ankles	Subdermal, Legs	7500
Featherfall Ankle Replacement	**Subdermal, Legs**	**1500**
LED Asscheeks	External, Legs	12500
Archon Rabbit	**External, Legs**	**15000**
OSG Roundheel	External, Legs	25000
CorpTechs Shothopper	**External, Legs**	**12500**
Sword Legs	Subdermal, Legs	18000
AO Thunder Thighs	**External, Legs**	**45000**
Div/Archon Tortoise Cooling Sytstem	External, Legs	22000
CDPI Wrathfoot	**External, Legs**	**22500**

OSG Roundheel ($25000)
External, Legs

Have you ever wanted to move like the angelic ice dancers of Planet Christmas? Do you want to limbo like a Jamaican bureaucrat? Consider a roundheel augment This telescoping joint modification increases your ankle flexion threefold, allowing your to make preternaturally fluid lower-leg movements—though you will have to get specially cut shoes afterwards.

After evading a clash, you may make a single attack with your currently-equipped weapon against the person you evaded at no penalty.

CorpTechs Shothopper ($12500) External, Legs

As far as performance-enhancing combat augmentations go, the Shothopper is among the simplest. The Shothopper grafts a spring-loaded compartment into your outer thigh, which holds magazines, warheads, and other projectiles of most sizes—then you ejects, or "hops" them, directly into your hand, saving you the effort of looking through your bags for heavy ammunition. More or less essential for support gunners or heavy demos.

While the Shothopper Thigh Replacement is equipped, once per encounter you may reload your current weapon at half its normal action cost. If the weapon you choose to reload only requires one action to reload, it is reloaded at no action cost.

Sword Legs ($18000)
Subdermal, Legs

A lot of people want to have swords for legs. Not healthy, well-adjusted, or practical people; but it's asking a bit much for anyone to meet all those criteria in this day and age. Now, it's not actually possible to give someone swords for legs—I mean, it's "possible" but not like, a good idea—the point is that "Sword Leg" augments, of which there are many brands, let you extend lethal blades from your legs at a moment's notice. There is no peaceful purpose for this invention.

Gain an integrated weapon with the following profile:

CAP: INF | DAM: 4 | RNG: 1 | Melee
Automatic 4, Whirlwind 4, Pierce: Ceramic

AO Thunder Thighs ($45000)
External, Legs

You've heard "lift with your legs", right? Well fuck that—lift with THESE legs. The Thunder Thighs are the finest lifting legs the freeze will permit: they don't just emulate the biology of the leg, but deviate substantially to optimize their owner's lifting capacity, at the cost of significant knee flexion.

Getting used to a leg with subnormal articulation takes a lot of effort, and plenty of people eschew this augment just for that reason alone—but the ones who get this thing swear by it. And when you see one of them hurk up a horse and throw it at you, you'll probably swear too.

When determining the size of an improvised weapon, roll 3d6 and discard the lowest result.

Div/Archon Tortoise Cooling System ($22000)
External, Legs

The Div/Archon collaborative venture is actually older than the Div/Atlas collaboration, but isn't as well known—it mostly improved existing products rather than creating new one. One product it did create is the Tortoise Cooling System: a method for using leg muscles as a method to carry heat from an external processor. Some people really like the way the thigh-vents look when they're opened, too.

When you end a turn without having moved or been moved, gain 1 processing power up to a maximum of 5. This bonus resets if you move from your current location for any reason.

CDPI Wrathfoot Mk. 44 ($22500)
Legs, External

On the desert deathworld Antaeus, the Peregrine Peacekeepers trace paths of burning steps on long marches through the dunes: the telltale sign of those augmented with the Wrathfoot. This magnificent augment was developed in their home base—the wandering lab-city of Phoenix's Cradle. Its speakers are implanted in the shin, while its sensory elements pass through the foot and emerge at the heel and toe. It can detect very slight vibrations in the ground, and amplify them and broadcast them, so that the highlanders' terrified enemies may hear them well in advance. This is an excellent psycho-warfare weapon.

If you end a move action by moving at least 4 spaces in a straight line, enemies roll 1 fewer dice against you in any clashes you're involved in, until the beginning of your next turn.

Life Lessons: Something to Make you Better Than you Were

Fluid Feline's Liquid Future Treatment ($2500)

Hey kids! Are you tired of seeing the same old sights and thinking the same old things? If you are, everyone's favorite finely-feline FURoscientist has just the thing for you! Built off the roaring success of his award-winning Plasmousetrap, Fluid Feline has created a revolutionary new nanobot training regimen, which he has dubbed "Liquid Future"!

Based around a series of unconscionably large needles, mind-warping posthypnotic suggestion, and several dozen highly invasive surgeries, a Liquid Future treatment can completely alter and erode decades of instinct, careful memorization, and rote reflex; and, with the touch of a button, replace them with something completely new! Learn martial arts, and forget high school math! Amaze your friends! Confuse your foes! And whatever you do, don't think about the philosophical ramifications of this thing! Fluid Feline's Liquid Future—it's a tradeoff, for the gambling man in all of us!

When you buy a Fluid Feline's Liquid Future Treatment, you may move one point from any skill into another—in effect, allowing you to re-allocate skill points as you would in character creation.

However, this is only effective on skills you had at character creation, and may not be used to reallocate points in specialties that were acquired through Electric Eye E-Readers or other methods.

You may purchase as many Fluid Feline's Liquid Future Treatments as you want, provided you can afford them all.

Electric Eye Night School E-Readers ($12000)

Nobody's born knowing everything. In fact, most people are born knowing very little at all; and in a night job, where knowing is half the battle, ignorance can be a serious occupational hazard. Fortunately, we here at Electric Eye have taken it upon ourselves to make this job a little safer, with our award-winning Night School E-reader series. Containing over twenty thousand hours of lectures and instructional videos, and bundled with over three thousand pages' worth of detailed how-to- guides, the Night School books contain everything you need to learn the basics of explosives, poisons, getaway driving, narcotic manufacturing, weapon smithing, safecracking, trauma surgery, pole dancing, linguistics, mechanics, and more!

When you buy the Electric Eye Night School E-Reader, you may pick one Specialty skill which you do not currently have, and immediately gain 6 points in that skill. You may buy additional Night School E-readers to learn up to two **other** specialties. Once you have learned 3 specialties from Night School E-readers, you may continue purchasing them; however, when you do, you must pick one specialty you learned this way and reduce its level to 0—there's only so much you can commit to memory! If you have more than 3 Electric Eye E- readers, you may switch between relevant specialties between missions.

Private Tutoring ($25000)

Oooh! You were holding the damn thing upside- down this whole time!

When you purchase Private Tutoring, increase any specialty skill you learned from the Electric Eye E-reader to 8. If you swap out the specialty you increase this way for another, this bonus is removed until you purchase it again.

One Last Thing: Epic Adventures and Their Rewards

The material listed here something for players to consider once they have exhausted all other avenues of character advancement and want to try something well exceeding most people's grasp. These are the fine treasures they can steal: challenge will be nearly insurmountable and the rewards will trivialize the majority of subsequent obstacles.

As such, it should be understood that the rules in this section **are not necessary** and their inclusion in a game is **not guaranteed.** The players and GM ought to come to agreement as to whether they will be using them **in advance** of their introduction.

Invasive augments: FYEO

Invasive augments do not take up body part slots, meaning you can have as many as you want in tandem with your regular augments. However, each invasive augment makes use of delicate and dangerous technology that even its own inventors only partially understand. The lengthy convalescence and psychological scarring of the installation procedure will **permanently harm** your character.

Every invasive augment you install **permanently reduces** a single skill of your choice, that has a value of **greater than 8 points,** by 1 point. There is no way to ever recover that point.

Every invasive augment includes the following stats:

FPhR: The time it will takes fully physically recover from installing this augment. During the indicated time period, invasive augment recipients suffer a -1 penalty to all athletics and murder rolls for every week remaining in the recovery period, up to a maximum of -6. These penalties do not stack from multiple invasive augments.

FPsR: The time it takes for a recipient to fully psychologically recover from the augment's installation. During the psychological recovery period, the recipient does not automatically gain power bursts. Instead, whenever they would be awarded one, they must roll Nonsense at a -X penalty, where X is equal to 10, minus the number of months it has been since the augment's installation, down to a minimum of -2. These penalties do not stack from multiple invasive augments.

Total Body Replacement: the percentage of your body that this augment permanently replaces. This is naught but food for thought.

Encounters involving invasive augment theft

If your players are ready to chase invasive augments, then they're at the very edge of what is possible. It's time for them to chase a one-in-a-million heist that will solidify their legacy as master criminals. Think of this as the crucible through which they pass to be reforged as their greatest possible selves.

With that in mind, there's a few ways you, as a GM, can make this truly feel like something special.

-Be creative. Invasive augments aren't protected like pure ink: they don't give you limitless power, and they're often dangerous to the users. Very few people are crazy enough to want one, so they're protected in different ways than other trophies are. Instead of legions of guards and high-end security, they're protected by obscurity, esotericism. Maybe instead of breaking into a vault in some well-defended fortress, the players have to lift the augment schematics from a library deep underwater; or maybe they need to rescue its creator from an asteroid prison. Take your players somewhere, and have them do something, they've never done before.

-Be weird. This technology represents the edge of all known science. Its acquisition will push your players past their limits. The perfect way to symbolically encapsulate this is to place this heist right at the very edge of what is possible. Leave a few big mysteries or unexplained plot points dangling over the players. Did this blueprint come from another world? Did the writer die under inexplicable circumstance? Does the surgeon who perform the installation seem familiar to everyone in the crew, but none of them can say how? Make this adventure feel uncanny, and maybe even a little bit upsetting.

-Be meditative. If this represents a character's rebirth, this also necessarily implies their death—something which will become a keen topic of reflection during their difficult recovery process. During and after a heist where the players secure an invasive augment, reflect on who they are thus far: on the changes they've made to the world, and the horizons they've yet to cross. Bring up their successes, their failures—their worst fears and brightest ambitions.

Try a dream sequence or a hallucination, those are fun. *In moderation.*

Absolute Chaos Engine

($1,100,000)
KNOWN USERS: 321
INVASIVE AUGMENT: Left and Right Knees and Shins
FPhR: 4-7 weeks optimal; 8-31 weeks probable
FPsR: 1-3 Years
TOTAL BODY REPLACEMENT: 6-8%.

The Absolute Chaos Engine was a personal design by Azzen Iovis, the mad dictator of Planet Hell, written shortly before insanity consumed him. These synthetic legs, fashioned like horse-hooves, feature a gasket of pistons capable of creating tremendous kinetic force, and then rapidly dispersing it. This allows the user to run at speeds which no wholly organic creature can duplicate, and deliver blows that can shatter steel. After installation, users are rendered intermittently wheelchair-bound until the end of their life: for their own safety, they have to keep their legs turned off when not in use.

At the beginning of your turn, roll 1d10. Your move speed is increased by that much until the end of your turn. If you make a move action and then an attack action with a melee weapon that turn, increase its damage by the number of squares you could have moved but did not during that move action.

Astronaut's Rapture

($450,000)
KNOWN USERS: Over 10,000
INVASIVE AUGMENT: Shoulder blades, shins
FPhR: 8-12 weeks optimal, 13-17 weeks probable
FPsR: 3-4 weeks
TOTAL BODY REPLACEMENT: 4-6%

The first—and some argue least—of Elisa Cardoso's masterpieces, the Astronaut's Rapture was the only one developed before her kidnapping and subsequent silence; and as such the only one to reach production in the Cardoso assembly line. It lacks the biologic aesthetic of her other works—being a simple set of four angular thrusters, which can be inserted into and removed from access ports the user's shoulderblades and shins in just a few seconds. Following a two-minute spinup time, the Astronaut's Rapture allows the user unassisted flight at speeds of up to 20 km/h.

The technical genius of the device is in its reactor—a small device implanted next to the user's kidneys, which uses an oscillating heat field to agitate and disperse an unstable ink-hydrogen propellant. While the reactor is extremely volatile and will explode upon being punctured, by the time such a thing happens it will most likely no longer be the user's problem.

The Astronaut's Rapture allows its user to move freely through the air in all directions at their normal move speed, or at 7 squares per action.

The Contortionist's Nightmare

($500,000)
KNOWN USERS: 12
INVASIVE AUGMENT: Pelvis, vertebrae
FPhR: 11-16 months optimal, 17-26 months probable
FPsR: 4-6 months
TOTAL BODY REPLACEMENT: 30-32%

The Contortionist's Nightmare is in the public domain, and requires comparatively few rare resources to make; yet it is seldom used, simply because it represents such a dramatic change to the user's life. It requires full amputation of the genitals, partial metallization of the thighs and pelvis, and dramatic alterations to the spine. Even under perfect assisted recovery conditions, it will take over a year for the body to fully acclimate.

After installation, the Contortionist's Nightmare increases the user's pelvic flexion to a 145-degree axis of motion, and adds two points of 15-degree articulation along the spine—allowing the user to curl backwards enough to extend their own head and arm through their legs. Then, when "deployed", the augment extends a steel plate from the user's pelvis and thighs, forming a hands-free shield that covers their entire body without hindering lateral movement.

For the last 20 years, the Nightmare's inventor—circus performer Gixhi Gauss—has promised to reveal the circumstances of the Nightmare's creation, but as of yet still becomes insensibly distraught at its mention.

You may spend an action to deploy The Contortionist's Nightmare. When you do so, pick a direction to face: attacks from that direction which do 4 damage or less do not affect you. Reduce the damage of other attacks from this direction by 4 points. While deployed, you are treated as being in cover from all attacks that are not made from directly behind you, at a range of 3 squares or less, but they still do their normal damage to you. While deployed, you cannot climb scenery, pick locks, or use desktop computers.

Direct Link to The Blonde

($1,500,000)
KNOWN USERS: 1321
INVASIVE AUGMENT: Sensory cortex, Motor cortex
FPhR: 2-4 weeks optimal, 4-6 weeks probable
FPsR: 9-15 Years
TOTAL BODY REPLACEMENT: >.05%.

"The Blonde" is a Typhoid AI of unknown make, the sole purpose of which seems to be ruthless execution of infantry combat technique. It avatars as an emaciated humanoid with long blonde hair, and a face that most witnesses describe as superficially like a "goat of some kind". Its skin color is an unusually deep red, meant to suggest either complete submersion in blood, or else aposematic fur. The avatar's sexual organs are occluded by a deliberately placed swathe of impenetrable darkness. Linguistic analysis of its speech patterns indicate that it was most likely programmed by at least one French Canadian, but further attempts to locate its creators have failed.

The Blonde provides a unique and unsettling efficient combat enhancement service: the physical arrest and manipulation the user's body according to its own judgement. Users describe the feeling as like being "possessed" or "made into a puppet". The blonde also projects its avatar into 3D spaces at its own leisure, and engage in unbidden dialogue with its user. While it is ordinarily brusque, if inoffensive, inquiring as to its origins induces violent fits of anger, and it has been known to occasionally force a user to take their own life. Its voice is reportedly not clearly identifiable as male, female, or even wholly artificial—leading to the popular conception that it is some form of malformed learning AI, or an avatar of the

Yet to certain warriors, all of this is worth it: in the hands of an appropriately tuned body, The Blonde's combat movements have a 102% efficiency rate, and can make a pre-trained soldier virtually undefeatable.

Whenever you fail a murder roll you may reroll it once and use that result instead.

Elisa's Finest Memory

($1,200,000)
KNOWN USERS: 467
INVASIVE AUGMENT: Lower vertebrae
FPhR: 3-5 Weeks Optimal, 6-7 Weeks Probable
FPsR: 5-8 Years
TOTAL BODY REPLACEMENT: 1-2%.

When the child savant Elisa Cardoso emerged from her nightmarish ordeal in the Amazon, she came bearing three masterpieces. The second was Elisa's Finest Memory: an artisanal mobility prosthetic which is still legendary 60 years later.

This quadruped exoskeleton is modeled after several ungulate species and weighs almost two tons. The user inserts themselves into the hole at the "front", placing their lower body in a cocoon and giving them ambulatory control over the prosthetic—from the waist down, giving them the motor abilities of a giant metal deer (or goat): enormous leaps, climbing ability, and raw strength in excess of most draft animals.

The exoskeleton is famously difficult and expensive to build, requiring whole teams of augmenticians and many custom parts. Worse, it uses a custom Reptile Drive notorious for polluting the user with anxiety, skittishness—and most notably—a strong compulsion to prance and frolic all over the place.

Go ahead and laugh. You won't be laughing when a two-ton cyborg deer-centaur crushes you into jelly.

Elisa's Finest Memory comes in two parts: the armor, being a quadruped exoskeleton meant to resemble a horse's body; and the control chip, which is implanted into the user. The user may spend 2 actions to enter or exit the exoskeleton. No character without this augmentation can use Elisa's Finest Memory.

The exoskeleton occupies the space behind the user and follows their every move. It has 35 armor and 15 health, and does not take damage from the EMP trait.

While wearing the exoskeleton, you may carry an extra compact, short, and long weapon, as well as 4 additional pieces of equipment and 2 additional storage bags. You may carry an unconscious body, or a conscious ally, on the exoskeleton's back. Allies may shoot from the exoskeleton's back at no penalty during their turn, and dismount it at no action cost. None of this affects your movement speed.

A character wearing Elisa's Finest Memory does not need to make athletics rolls for crossing through rough terrain, for making leaps less than 8 spaces wide, for climbing a rock or brick face less than 10 spaces tall, or for pulling and pushing objects weighing less than 1 metric ton.

The exoskeleton may be used as cover by adjacent characters, including the user.

Flying Dutchman (*sic*)

($650,000)
KNOWN USERS: 621
INVASIVE AUGMENT: Left or Right Ear, Upper vertebrae, Forehead
FPhR: 21-24 weeks optimal, 26-32 weeks probable
FPsR: 11-12 weeks
TOTAL BODY REPLACEMENT: 6-7%

The Flying Dutchman was recovered from a VBF R&D Lab during the werewolf war, and misnamed by an absent-minded American analyst. The augment made it to a limited production run for the VBF guerillas, but was ultimately so dangerous that only the most fanatical and rabid agents would agree to installation.

When installed, the Flying Dutchman is a series of spikes running down the user's back, plus a single retractable "aggregator" spike mounted on the forehead. Each spike contains an SHF emitter capable of ionizing ink-rich air particles, while the aggregator absorbs and condenses the ink into a receptacle in the user's left or right ear—which it can then divert into their writing implement of choice via an external drainage tube. When the user discharges a large and impermanent amount of ink—IE during a doodle—the Flying Dutchman can hoover it back up after it evaporates, and return it to the user.

Unfortunately, if the ink sac ruptures, the user will almost inevitably [redacted]

When an ally under the effects of one of your doodles incapacitates an enemy, gain 3 IP. When an enemy who has been under the effects of one of your doodles at any point since the beginning of your last turn is incapacitated, gain 3 IP.

Marriage in a Burning Church

($450,000)
KNOWN USERS: 719
INVASIVE AUGMENT: Lower jaw, Esophagus, Guts
FPhR: 6-10 weeks optimal, 11-14 weeks probable
FPsR: 3-6 weeks
TOTAL BODY REPLACEMENT: 2-3%

This augment's history is not so shrouded as some of its contemporaries: it was developed in 2049 by a homosexual dragon for his pyrogenesis-challenged husband, and distributed as part of their arms sale business. It's a very simple concept, as well: an orally-mounted flamethrower that allows you to project fire from your mouth.

The genius is in its execution: the augment stores an ink-generated supply of extraordinarily volatile chemical accelerant in the user's belly, and at will can project the fluid through a tube that runs up the user's esophagus. The fluid remains inert until it is actually almost half a meter away from the user's face, at which point it is agitated into open flame by a directional microwave emitter mounted on the user's lower jaw. This means that the flames are not only near-instantaneous, but do not require a pilot light or other easily-damaged mechanism, and will not erupt close enough to the user to cause them harm.

Once per turn, at no action cost, you may make one attack with your oral flamethrower, which has the following profile. You may not multishot this attack. For all effects which resolve when an attack action is made, this counts as an attack action.

CAP: INF | **DAM:** 4 | **RNG:** 3
Cone 1, Burn 6

Minmax This

($500,000)
KNOWN USERS: 21
INVASIVE AUGMENT: Medulla
FPhR: 8-11 weeks optimal, 12-15 weeks probable
FPsR: 3-4 Days
TOTAL BODY REPLACEMENT: >2%

The original copy of this device was recovered from the corpse of a UCAS air force techie who, from what could be determined from the scene, got so angry that he pulled his own head off. Now behold his great labor: the only known example of a quantum decryption device!

The augment that goes in your head is only a companion piece to the thing in the suitcase: a particle accelerator-cum-radio-emitter that can embed radio signals in ink particles and then push it past the speed of light, sending the encoded message 1.2 seconds back in time—allowing your computer to tell you which hacks will or won't work before you've even attempted them, which means you can theoretically make an infinite number of guesses at an encryption key but get it right the first time. What's this mean?

Infinite computing power! You can break literally unbreakable encryptions in less than a second. You can extend your network over an arbitrarily vast network without ever being shut out!

It also means this device could theoretically unlock the most ancient secrets of space and time but nobody wants to fuck around and find out.

Minmax This has two components: the briefcase-portable particle accelerator, and the augment. The particle accelerator goes in your character's **large** weapon slot.

After you've installed the augment, occupying devices has no PP cost. During your turn, you may spend an action to **deploy** the particle accelerator, placing it on the ground next to you. While the particle accelerator is deployed, you may interact with it like any other computer. You must spend another action to pick it up and carry it with you.

While using the particle accelerator, you automatically win every hacking clash you get into, unless the other person also has Minmax This. If two people with Minmax This engage in a hacking clash with each other, neither one of them will win; both of them lose, and must immediately desist the clash. Furthermore, the future will be thrown into a chaotic superposition where all conceivable realities are simultaneously falsified; one law of physics, of the GM's choice, will be irrevocably altered in a way they choose.

Prison Stripes

($300,000)
KNOWN USERS: 242
INVASIVE AUGMENT: Lower Sternum
FPhR: 6-8 weeks optimal, 9-12 weeks probable
FPsR: 3-4 weeks
TOTAL BODY REPLACEMENT: 2-4%

A scrapped prototype from New Songhai's Zebra Unit program, the Prison Stripes are unsophisticated but effective. Consisting of three syringe "lances" which are mounted on the lower sternum, and can extend with force sufficient to pierce most flesh. When extended into the torso and neck of an unsuspecting victim, the three lances deposit six micro-explosives into the victim's body, which then detonate after being carried by their bloodstream to optimal position (a process which takes roughly 1.5 seconds). This instantly explodes the ribs and head of the victim, aerosolizing and dispersing their blood and organs to serve as a short-acting smokescreen.

This is extremely messy, and as such is only suited for use as an ambush weapon. However, the temperature of boiled blood—even that of cold-blooded animals—means that the cloud cannot be pierced even by combatants using thermal imaging. Be warned that the Prison Stripes do not confer any immunity or resistance to bloodborne illnesses.

When you incapacitate an adjacent enemy with a bushwhack, ambush, or sneak attack, you may make their body erupt into a 3x3 smokescreen centered on their location. This kills the man. This smokescreen occludes all lines of sight, even if the enemy has thermal vision. It lasts until the start of your next turn.

Squeak Bang Scrunch Huff Bang

($250,000)
KNOWN USERS: 419
INVASIVE AUGMENT: Both lungs
FPhR: 4-7 weeks optimal, 8-16 weeks probable
FPsR: 8 weeks
TOTAL BODY REPLACEMENT: 4-6%

What's more dangerous than a custom augment that tinkers with a mostly-mysterious fundamental force of the universe? One that requires you to regularly put a gun in your mouth.

This strangely-named gear set was left behind by the enigmatic stage magician Running Riot. Its operation is simple: receive lung implant, put on custom gas mask, open filter aperture, insert gun in mouth, activate filter aperture sealant, spit on gun, remove gun. Quickly, QUICKLY fire the gun. Swap to different gun, repeat.

Why do this? Because the SBSHB is actually a unique cyber-inko-symbiotic entity (nicknamed "the magician" because it looks a little like a top hat) which only lives in hyper-oxygenated environments and enters hibernation at all other times. The mask concentrates oxygen in your lungs, causing the SBSHB entity to awaken as long as you're wearing it. The entity excretes a nanite colony which infests your saliva and bonds with soft metals (IE lead) and becomes highly explosive after a few seconds' exposure to carbon dioxide (such as in the open atmosphere). End result being that if you hock a loogie down your gun barrel, it'll latch onto the currently chambered round and turn it into an explosive. When you take your gas mask off, your spit goes back to normal.

However, you need to give each gun time to cool down in between charges—the SBSHB does *not* make your mouth immune to convection burns.

The Squeak Bang Scrunch Huff Bang comes in two parts: the mask and the lung replacement. It does not take effect unless the mask is being worn by someone with the lung implant. The mask is a Head slot armor item with 2 armor.

Whenever the user makes an attack action with a non-melee weapon *other than* the weapon they previously attacked with, all shots fired do 3 additional damage and gain 1 additional pierce level. Weapons with pierce: plasteel instead do 5 additional damage.

The Unwelcome Musician's Instrument

($750,000)
KNOWN USERS: 68
INVASIVE AUGMENT: One complete forearm and hand
FPhR: 4-8 weeks optimal, 9-16 weeks probable
FPsR: Unlikely
TOTAL BODY REPLACEMENT: 2-4%.

Recovered from the personal affects of a thrice-incarnated robber-prophet, this is one of the finest tools of cruelty ever made. While initially comparable to a standard forearm and hand replacement, the hand and arm are merely a shell for the weapon's true form: a rotary disk, to which is affixed a pair of alloy hand axes. These axes are fine examples of the craft, with several modular features: at the user's whim they can slot together to form a single 15cm blade; separate into a pair of 7cm blades; position themselves at up to a 90-degree angle to the user's wrist, spin at up to 4500 RPM, and launch forward towards a target at 120 M/S—which produces a high-pitched metallic keening for which the Instrument is named. All of this combined means that a skilled user can find an opening for a kill in almost any melee engagement, and a good number of ranged engagements as well.

The real genius, though, is this: the disk which feeds into each ax contains within it a sample of "Wildfire": the only known ink-assisted nanoplague. Due to manufacturer fault—or, perhaps, foresight—wildfire cannot survive in an oxygenated environment for even one tenth of a second; but in the .05 seconds of its life, it is capable of analyzing and crudely replicating all organic matter within a 12-cm radius. When applied to living tissue, this causes a proliferation of hideously disfiguring cancer tissue, and the near-instantaneous death of all nearby cells—it as if the victim's bodies are frozen mid-explosion for all time.

All successful clashes, armed and unarmed, may result in a "decapitation" if you so choose. Once every 4 rounds, you may engage a target within 12 spaces of you in a clash, so long as they are not in cover.

The White Queen's //CCRHOAWINNS//

($500,000)
KNOWN USERS: Indeterminate
INVASIVE AUGMENT: Epidermis and many bones
FPhR: 3-6 years optimal, 7-12 years probable
FPsR: 6-9 Weeks
TOTAL BODY REPLACEMENT: 46-48%

The first known example of this augment was discovered on the corpse of a user, recovered from the failed Banque de Canard robbery in 2216. Below are several excerpts from the 721-page onboard FAQ, which attribute the device's creation to the "Hellfrost Corporation", which does not appear to exist outside of the document. This text has been reprinted exactly as it appears to device users, including several seeming memory corruptions.

WHAT IS THE PURPOSE OF THIS DEVICE//Well, sport, this here is a **//FFBD//** Device, the most advanced facial augmentation system you can find in **//HTYP//.** With 621 articulable plates, each with our proprietary **//CLRTCH//** system, the FF can effortlessly duplicate the texture and color of any mammal or reptile; most amphibians and birds; and select fish, amphibians, bugs, and **//MSNT//**.

WHO IS THE WHITE QUEEN//I am. [Enclosed is a picture of an entity of ambiguous nature. Despite being a singular static image, different viewers will see different things: depending on the viewer, either a unicorn, a dragon, or a third less immediately identifiable entity with a crown of antlers. This is an unusual, but not entirely inexplicable, optical illusion.]

WHAT KIND OF CREATURE ARE YOU//I am a **//OMB//**.

WHAT IS THE INTENDED USE OF THIS DEVICE//Deceit.

ARE YOU, THE WHITE QUEEN, AN AI//I am not.

ARE YOU AWARE OF MY USE OF THIS DEVICE//Yes.

SHOULD I BE AFRAID OF YOU// //MRTHNYTHNG//

This device permits the user to flawlessly assume the appearance and voice of any humanoid they have ever seen, which does not have more limbs than the user, or a difference of more than 65kg or 15 cms between them. This device does not regrow or sever limbs to match the target's number of limbs.

The user may assume the face and voice of any living creature they have ever seen, either both at once or only one at a time. This device does not impart knowledge or skills.

The Words He Said to Ray

($1,500,000)
KNOWN USERS: 451
INVASIVE AUGMENT: Epidermis
FPhR: 6-10 weeks
FPsR: 3-5 years
TOTAL BODY REPLACEMENT: 16-17%

When she was 12 years old, just after the Astronaut's Rapture entered production, the child genius Elisa Cardoso was abducted from her family home in Kentucky and held for ransom in the Appalachians. She emerged under her own power two weeks later, virtually unrecognizable—heavily tattooed with bizarre geometric designs, and unable to speak so much as a single word. Her kidnappers were never found.

Nobody will ever truly know what horrors were inflicted upon her during her captivity; but in the week that followed, she blueprinted three masterpieces. This is the third: a complete dermal replacement that is initially implanted into the human sternum, and over the next few months releases a series of nanites which gradually reinforce the skin. This causes it to take on a distinctly crystalline lattice and discoloring it with thousands of geometric black bands, usually in the form of tessellated irregular pentagons. The only pattern which is endemic to all users are the letters VPS, which form over the users' heart.

After full installation, the user's skin becomes nearly unbreakable, with any fatal injuries being the result of blunt-force trauma to soft internal tissues rather than an ordinary bullet wound.

Your maximum HP becomes 35. You gain invulnerable 3. This augment does not affect your grit score.

The Key to Her Heart

($1,2500,000)
KNOWN USERS: 16
INVASIVE AUGMENT: One Hip, Both wrists
FPH4:12-16 Weeks
FPsR: 20-40 days
TOTAL BODY REPLACEMENT: 9-12%

In the orbit of Neptune you will find the ignominious deathworld of RP6A, where this thing was created. It is said that in the early days of that place, before the six-pack wars consumed it, a street samurai loved an avaricious demon. Though she loved him in kind, he was too noble and she too ruthless for them to ever be wed. It was their destiny that they should part; as a final gift, she gave him the first of these augments, vowing that she would never make another. Then they became servants of two bitter enemies. It is not written what came next—but since it can now be replicated, something dire must have befallen one or the other.

A sword sheath that is joined with its user at the hip, most any blade can be modified to fit it. Once inserted, the diamond teeth inside the sheath permanently score the blade like the teeth of a key, wedging it firmly in place. Removing the blade afterwards requires a precise series of 44 movements of the wrist and hand, which if performed will most likely destroy it. But, while the blade remains sheathed, it gains enormous power: using a nero accumulator, a neural uplink, and a sort of reed paper cultivated in on the brackish waters of that backwards planet, the blade itself becomes an instrument of the user's will—a neroidal construct that musters unbelievable cutting force over great distance. Once the swordsman's hand has reached his pommel, it is already too late.

Choose a melee weapon in your inventory. It cannot be removed from your inventory by anyone except you. When you make your first attack with that weapon every turn, give it one of the following properties:

It does 10 additional damage.

It does its normal damage to all targets in a line 5 spaces long and 1 space wide. One square of the line must by adjacent to you; you may otherwise place it anywhere you like.

It gains automatic 2 and 8 range.

Stealing Ink: Do You Dare?

At the end of a toonpunk's journey, past all the banks, museums, factories, armories, mayoral mansions and server farms, there is one last thing to steal: fire, from the gods! There is more power in 10 milliliters of black ink than in a battleship. When mastered by an artist of great patience and imagination, only two weapons can ever eclipse its might.Its control is the justification for the panopticon that grips known space. Stealing it, let alone using it, is the most daring thing a rebel can attempt. Most people would not even dare to joke. But for revolutionaries of a certain stripe, this is their final frontier.

Encounters Involving Ink Theft

To a GM, the rules for designing an encounter where the players steal black ink are fast and loose.

They're more of a "Vibe", really. When designing such an encounter, you may suspend the normal guidelines for a fair and approachable encounter at your leisure. Have enemies that are too strong, security that's too tight to really be breached, have rooms that are narrow and inaccessible. Why? When the players indicate a desire to engage with this sort of mission, they are signaling to you that they feel confident enough in their skill to take on the toughest challenge you can design. When you oblige them in this way, you should push their knowledge of the game to its absolute limit. Give them puzzles that you're not sure can be solved.

Feel free to kill a few of them. And maybe some of their characters, too!

-Be deadly. Establish high stakes and abundant danger. Make the players navigate deadly traps, well-planned ambushes, well-armed enemies, and tight security. Make a whole lotta things ready and able to kill player characters! Basically the only thing that you should avoid is instant death: that's just frustrating. Now, *nearly* instant death, on the other hand…

-Be demanding. This is the ultimate test of your players' abilities. They knew what they were getting into! If you wanna be nice, set up your encounter so it's *theoretically possible* that they can complete it. Otherwise, just kinda feel it out.

-Be dazzling. This is the most important rule of all. This heist is the summation of not only your players' criminal minds, but their characters' journeys as well—so *even if* you go easy on them, *even if* you let them half-ass their solutions, you *at least* gotta make em feel like they're movin mountains! Integrate elements from the characters' pasts, invoke spectacular imagery and unusual locales—anything it takes! Even if they crash and burn, make sure they'll keep tellin the story until they're too old to remember it.

The Rewards of Ink Theft

And what is the reward for this? Mastery of life and death, for as long as the pen runs black. Ink is carried, and stolen, in vanishingly small amounts, maybe 10 milliliters or less at a time. The players won't have much to spend, and won't have long to spend it. But for those few hours before the walls close in…by God!

With a milliliter of black ink, players can:

Redraw themselves.

They can increase any skill they have by 2 points, even past the normal maximum of 10.

Create a scion.

Drawing an entire new life from scratch with memories, personality, and skills of their choice, a character can create the perfect successor to their legacy; when you do this, create a new player character, in addition to your current one. You may retire your current character, at your discretion. This new character cannot be a meatman, but has 40 points to spend on skills in addition to whatever ability their genre gives them.

Create a being of mass destruction.

A human being cannot fully grasp the scale of nuclear destruction until they see it in person, and as such cannot create an atom bomb; nor can they create viral weapons, since ink- creatures cannot breed; but they can create kaiju, unnaturally capable killers, and other beings who can destroy on an enormous scale. The consequences of unleashing such a being on the world are up to the GM's discretion but they are, in a word: dire!

Create a living item.

For toonpunks who do not want to obliterate a city, do not want to retire, and have already changed themselves enough, there is one last option more in line with the traditional role-playing gamer's ideal reward: a unique weapon or piece of clothing, imbued with life and more powerful by far than any ordinary thing.

This is the thing which most players may gravitate towards, however pedestrian it may seem in comparison.

LIVING ITEMS

A living item has several unique aspects.

Limit Bust

A rare, physics-defying ability. Both weapons and clothing have limit busts, but there are major differences between the two:

Weapon limit busts can only be used a few times each encounter, and include such incredible things as teleporting the user, swerving around cover, or healing you when you shoot them. You have to actively declare your intention to use them.

Clothing limit busts are constantly active and can be used any number of times each encounter. Their effects are less pronounced than weapons but can still be enormously effective; they include such things as enhanced cover bonuses, extra healing, or negating certain enemy effects.

Use your items' limit busts properly and you will be

almost invincible.

You may **choose** a weapon's limit bust **as you like** when you create it. Clothing's limit bust is determined by its affinity. The list of limit busts for both can be found on page 181 and 185.

Affinity

Affinity is the thing that a living item is particularly good at. Both living weapons and living clothes have affinities. Affinities can be any of the ordinary character skills, except for Nonsense. While a living item is in your inventory, at no additional action cost, you may reroll failed rolls of the skill that matches its affinity. Each encounter, you may do this a number of times equal to the living item's affinity level.

Each living **weapon** has **5 affinity** by default; when the item is being drawn, the artist may increase this number up to 10, by decreasing the item's Zeal by the same amount.

Living clothes all have 3 affinity. Living clothes' affinity also determines their limit bust and personality.

Zeal

This is a stat that living weapons have, but living armor does not. To use their limit bust, living weapons need zeal, which they gain when you perform specific actions and store until used. By default, every item can store a maximum of 5 zeal. When drawing the item, the artist may increase that number up to 10, by decreasing the item's affinity by the corresponding amount.

Loyalty

Or perhaps "pride" would be more accurate. Living items are very particular about how they want things done, and to whom they will lend their services. Normally, living items can only be used by their creator; in anyone else's hands, weapons will refuse to fight and clothing will be too tight to squeeze on. A living item's creator can ask it to temporarily serve another person; the item will only acquiesce if the new user has a number of points in the item's affinity score equal to or exceeding the item's own. IE, an item with affinity Grit 8 can only be worn by a character with 8 or more grit. When being used by someone other than its creator, the item does not gain zeal at the end of an encounter.

A Personality

A living garment's personality determines its Limit Bust. A weapon's personality determines how they regain zeal once it's been spent. Every personality listed below specifies an action; if the weapon's creator performs this action, the weapon gains 1 zeal, up to its maximum. The weapon's wielder does not necessarily have to use the living weapon to perform its preferred action; IE, if it specifies you must incapacitate an enemy, you can do this any way you like. A living weapon can only gain 1 zeal each turn, plus 1 zeal at the end of each encounter.

Unfortunately for all the min-maxers out there, an item's weapon's personality isn't something you can choose as you like: it corresponds to their affinity and its level. The list of weapon personalities can be found on page 182.

In addition to all of this, living items also have the same basic stats as ordinary ones. When the item is being created, the artist can unilaterally choose the item's size and damage type (where applicable).

They can also have the same traits. When the item is being created, the artist has a certain number of "points" to distribute among attributes and traits; these points can be distributed many ways, with only some very forgiving guidelines.

Living Weapon Stat Assignment

Below, you will find a table dictating how many points must be spent to modify an item's statline. The number of points at the artist's disposal is normally equal to the sum of their artistry scores and their nonsense sores; however, there are 2 exceptions:

First: if an artist is unsatisfied with their own abilities, they may instead choose to exactly duplicate the stats and traits of any item on the black market, with no regard for their own skills.

Second: The artist may, at their discretion, substitute another friendly and explicitly consenting character's level in the weapon's affinity for their own nonsense score: IE, if the weapon has the grit affinity, the artist may substitute another character's grit for their nonsense score. They may not substitute their **own** skills for their nonsense score in this way. The artist is still considered to be the sole creator of the weapon.

The following table sometimes assigns decimal values to specific attributes and traits. In all cases where a stat would be a fraction, instead round down to the nearest whole number. In this way a living item's point cost may exceed 20, but may not reach or exceed 21.

Some traits have a negative value. Taking these traits refunds an additional number of points which you may spend on attributes or traits as you see fit.

Basic Weapon Attributes

You may only spend up to 10 points on a weapon's range, capacity, or damage.

A living weapon's capacity begins at 1. It costs 1 point to increase a living item's capacity by 5. If the living item has the **melee** type, its capacity is instead treated as **infinite**.

A living weapon's damage begins at 1. It costs 1 point to increase a living item's damage by 1.

A living weapon's range begins at 1. It costs 1 point to increase a living item's range by 3.4. If the living item has the **melee** type, it cannot have a range greater than 6.

Trait	Cost/Level
Penetration	2
Artillery	**2**
EMP	2
Laser	**2**
Radiation	2
Super Long Range	**2**

Geddit	.3
Integrated	**.3**
Stackable	.3
Dead Giveaway	**-1**
Suppressed	2
Silent	**3**
Undetectable	1

Complex	**-.5**
Heavy	-2
Recoil	**-.3**
Slow-Loader	-1
Spin-up	**-1**

Automatic	3
Blast	**2**
Cone	Starts at 5 for .5 points; can be reduced by 1 for every extra .5
Expose	**4**
Shotgun	1.5
Whirlwind	**1**

Assassin	2
Idiot-Proof	**6**
Targeting Software	2
Weenie Weapon	**2**

Bleed	.3
Burn	**.3**
Contaminant	.3
Fear	**.4**
Poison	.3
Poison Gas	**.3**

Living Weapon Limit Bursts

Acidic: When you attack an armored target with this weapon, expend any amount of zeal. Each shot from this weapon this turn does X additional damage to the target's armor, where X is 3 times the zeal expended.

And Another One: If your first shot in a turn with this weapon gets a kill, you may expend 1 zeal to immediately take another attack against any target at no penalty.

Auger: The first time you fire this weapon each turn, you may expend 1 zeal. The **next shot** fired from this weapon ignores cover.

Auger Con Carne: The first time you fire this weapon each turn, you may expend 3 zeal. **All shots** in the next attack you make with this weapon ignore cover.

Barrel Stuff: At the beginning of your turn, expend any amount of zeal and indicate a target you can see. Take note of the distance between you and them. If you attack them this turn, from a position that is closer than when you were at the start of this turn, the first shot of the attack does additional damage equal to the difference between the two distances, multiplied by the zeal expended.

Cascading Shield: When a shot from this weapon hits an enemy, mark them. When the enemy is incapacitated, you may expend 1 zeal and gain 1 shield per mark, up to a maximum of 50 total shield.

Dream Eater: When you damage a target, expend any amount of zeal. Drain twice that much IP from the target, gaining it yourself.

Erupting Shield: When you incapacitate an enemy with this weapon, you may expend 2 zeal. This gives you 5 shield, up to a maximum of 50 total shield.

Ever Vigilant: When an enemy attacks you, as long as you are in cover from the attacker, you may expend 2 zeal and immediately attack them in return. This attack does not have the normal reaction shot penalty.

Executioner: When you attack a target, expend any amount of zeal. Your attacks deal 1 extra point of damage per zeal expended, for **every** point of burning, bleeding, or poisoned currently affecting their target.

Faithful Companion: If this weapon is not in your inventory, you may expend 2 zeal to summon it to you. It teleports directly into your inventory with no travel time or vector necessary, as long as it is within 500 miles of you.

Faithful Fighter: If this weapon is not in your inventory, you may summon it to you, as long as it is within 500 miles of your location. When you do so, expend any amount of zeal. The weapon will travel in a straight line towards you, smash through enemies or walls; it does damage to all enemies in its path equal to the zeal expended

Faithful Gemini: Designate another weapon you own. As long as that weapon is within 500 miles of your location you may expend 2 points of zeal to exchange this weapon's place for that one's, or vice versa, at any time, at no action cost.

Flashing Rat: When a shot with this weapon hits its target, you may expend 1 point of zeal and immediately move up to 3 spaces in any direction. Reaction shots fired at you as a result of this movement suffer an additional -4 penalty. You may not move through solid objects.

Flashing Tiger: The first time each turn a shot with this weapon hits its target, you may expend 1 point of zeal and immediately move up to 9 spaces in any direction. This movement does not trigger reaction shots. You may not move through solid objects.

Hemavore: When you incapacitate an enemy with this weapon, expend any amount of zeal and load twice that much ammunition into it.

Imperial: Spend any amount of zeal when attacking with this weapon. Shots from this weapon this turn ignore cover as long as the target is within that many spaces.

Obliterator: When you damage a target, you may expend any amount of zeal. If the sum of the zeal expended, plus the damage dealt, is equal to or greater than the target's armor and shields, instantly incapacitate the target.

Opening Bid: When you make a sneak attack kill with this weapon, expend any amount of Zeal. Inflicts fear X/X on any enemies within X spaces, where X is equal to the Zeal spent.

Outlaw: When you incapacitate an enemy with this weapon, spend any amount of zeal. Put 6X that much ammunition in "reserve". The next time you use an action to load this weapon, load all of the reserve bullets into it in addition to any bullets you would ordinarily load, even over the weapon's normal ammunition limit.

Parting Shot: When you evade a clash or use the grapple result to end a clash, you may spend 1 zeal to make an attack with DAM 4 shotgun 4.

Prize Fighter: When you incapacitate an enemy, you may **expend any amount of zeal**, up to **half** their grit, and gain health equal to the amount expended, up to your ordinary maximum.

Prize Winner: When you incapacitate an enemy, you may expend any amount of zeal, up to half their grit; and gain health equal to their grit, -2 for every space between you and them.

Roller Mobster: If you incapacitate an enemy with this weapon, you may expend any amount of zeal and move that many additional spaces during your next movement action.

Showstopper: You may use this once per turn. Expend any amount of zeal. In addition to its normal properties, your next attack does that much damage, multiplied by the number of shots you've made this turn.

Sidearm: When you incapacitate an enemy with this weapon, expend any amount of zeal. Load four times that many shots into another weapon in your inventory.

Umpupletap: When you make an attack, you may expend 2 zeal and make another shot that resolves identically to the most recent one. You may use this ability multiple times per attack; when doing so, each successive use costs 1 more zeal than the previous use.

Useless Quirk: This weapon has no limit bust. Instead, pick one other limit bust: one other living weapon in your inventory, chosen at the moment of this weapon's creation, can use it.

Weapon Personalities

As many overeager weaponsmiths have discovered all too late, living weapons have all the same sort of hang-ups as anyone else: their own tastes, ambitions, and quirks which may occasionally run counter to your own. A living weapon is as much a partner as a tool, and you mustn't forget that. In fact, you should learn how to work around it: let their strengths become your strengths, let their will merge with your own; nurture them well, and you will prosper over any mere trained killer.

A weapon's personality determines how they **regain zeal** once it's been spent. Every personality listed below specifies an action; if the weapon's creator performs this action, the weapon gains 1 zeal, up to its maximum. The weapon's wielder **does not have to use the living weapon** to perform its preferred action; IE, if it specifies you must incapacitate an enemy, you can do this any way you like. A living weapon can only gain 1 zeal each turn, plus 1 zeal at the end of each encounter.

Unfortunately for all the min-maxers out there, a weapon's personality isn't something you can choose as you like: it corresponds to their chosen **affinity and its level**, as seen on the below table.

The personality types listed here also include a description of how the weapon will behave; and a list of sample names which the weapon's creator may draw from if they are light on inspiration.

Affinity	6 or Less	7 or More
Grit	Masochist	Terminator
Athletics	**Competitor**	**Daredevil**
Murder	Hellbent Butcher	Hit Man
Stealth	**Carnophile**	**Perverted**
Perception	Shy	Braniac
Acting	**Trickster**	**Bully**
Hardware	Scientist	Jeeves
Hacking	**Jocular**	**Typhoid**
Artistry	Diva	Avant-garde

Masochist: In a single turn, take 5 or more damage to your HP.

This weapon has an unusual relationship with pain: it loves feeling it as much as causing it! A masochist will encourage you to take shots on the chin and revel in your discomfort. Fortunately, pain is in no short supply for someone in your line of work.

Names: Matt, Olaf, Kronk, Erika

Terminator: Take damage which does not reduce your HP.

No ordinary pain pig, the Terminator's favorite thing is to take an enemy's best blow and answer with one of its own. The more effort an enemy spends tiring themselves out on your defense, the more the terminator will love crushing them afterwards.

Names: Brock, Slade, Olga, Reinhardt

Hellbent Butcher: Incapacitate 2 or more enemies in 1 turn

A killer's killer, the hellbent butchers love violence to a degree that even other weapons consider excessive. Their thirst for violence can never be sated, but it can be ameliorated by the right offering. The kind of people who draw them don't usually have a problem with that.

Names: Zed, Bishop, any combination of two

opposing natural forces (IE "Snowfire")

Hitman: Incapacitate an enemy with an attack that deals 5 or more damage

The weapon's weapons, who pride themselves on excellence in execution. For these weapons, murder is art; they are as much the artist as the paint. What they want is not to end as many lives as possible– but to ensure that every shot fired meets its mark to perfect effect.

Names: Kane, Bolt, Lara, Any 2-digit number

Jocular: Disable an enemy augment

You might be of a mind that combat is no time for fun. Weapons like this will disagree; they'll tell you that no battle is complete until you've remotely disabled someone's nuts. Far from difficult to work with, their playful attitude completes most wielders.

Names: Billy, Liza, Jester, Leon

Typhoid: Change a character's abilities, including

attributes, available actions, or accessible augments.

Poised on the edge of apotheosis, these weapons dream of shedding their limited forms and joining the typhoid AIs in their boundless dominion. Until then they will delicately study every aspect of existence and their place in it.

Names: Icarus, Talos, Jean, Reacher

Carnophile: Incapacitate an enemy from fewer than 5 spaces away

These weapons' favorite thing in the whole wide world is when you hit people and the red stuff comes out. That doesn't strictly make them bad people, per se, but it does make them a distinctive and sometimes unnerving presence.

Names: Garret, Emily, Dante, any animal that normally weighs less than 5 kilograms.

Perverted: Inflict burning, poisoned, or bleeding on an enemy

Much like their carnophilic comrades, these weapons have…unusual taste. Something about the sight of people choking, gasping, burning, bleeding, sputtering, spitting, collapsing, crawling, and begging for mercy really makes them gleam. Ask why at your own peril!

Names: Generic white person born sometime after 9/11 names. The ones that contain at least 1 letter L and end in a letter N. You know the ones.

Trickster: Inflict fear on an enemy

Where sadism and good humor intersect, you'll find the tricksters: lovers of practical jokes and jump scares. Their favorite thing is to yell BANG before you actually pull their triggers.

Names: Jimmy, Carol, Kevin, Tara

Bully: Taunt or intimidate an enemy

Remove a trickster's good humor, and what do you get? An old-fashioned schoolyard bully, a born and bred pain in the ass, who will capriciously insult you just to make you feel bad; but lucky for you, they love making other people feel bad even more!

Names: Butch, Heather, Terrance, Cindy

Shy: Incapacitate an enemy from more than 9 spaces away

If you think your anxiety is bad, just think about how bad it is for a gun!

It's actually about the same.

Names: Peter, Alice, Willy, Lindsey

Braniac: Make a successful reaction shot When a weapon is good at math, it becomes an

invaluable ally: it knows every angle worth pointing down and every shot worth taking. Some people hate being second-guessed by their own weapon; others appreciate their deep wells of fun facts.

Names: Clark, Poindexter, Myra, Braintrust

Scientist: Break an enemy's armor or shield Most people don't think about science in these

terms, but it really is about breaking things and seeing if you can put it back together again. These curious and perky weapons are very keen on the first part; the second half, they leave up to you.

Names: Einstein, Hawking, Curie, Linneaus

Butler: Heal another player, load another player's weapon, or repair another player's augments

These weapons are known for having gloomy and reserved demeanors. Who can blame them? They are instruments of death, whose greatest dream is to help other creatures. Fortunately, their artists tend to be fairly helpful sorts themselves; the two of them together can add up to an excellent team.

Names: Alfred, Passepartout, Sara, Jenkins

Competitor: Win or evade a clash

These weapons will be the first to tell you that toonpunking is live-or-die—but they still don't seem to take it as seriously as they should! They thrill in the contest of arms, treating it like a chance to show off. If you lose, they'll usually start cussing you, but they'll still refuse to fight for anyone else. Ain't that just the way?

Names: Jazz, Spartacus, Bolt, Rhonda

Daredevil: End a movement action within 3 spaces of an enemy

The only competition these weapons respect is that against their own mortality. Which also happens to regularly intersect with testing your mortality.

Adrenaline junkies and shock jocks through and through, the daredevils only feel alive when both of you are about to die.

Names: Max, Dante, Violet, Kimiko

Diva: Reduce the damage of an incoming attack against any character, or forcibly move an enemy

The nicest way to describe this personality is "perfectionist". There's a number of other more accurate descriptions that you're not allowed to use in polite company.

Names: Stanley, Christian, Carlotta, Amelie

Avant-Garde: Spend at least 3 IP during your turn

These weapons are so deep into it that they'll tell you Joderowsky, Joyce, and Abramovic are all a little too basic for their tastes. Then they'll tell you about some new movie that's just 20 minutes of some guy's disconcertingly smooth ass cheeks for 20 minutes and tell you that you don't "get it". They will propel you to new heights if you can stand to be near them. (Note from the editor: In real life, such people cannot propel you to new heights. If you ever meet such a person, kill them immediately.)

Names: Wensleydale, Nuvarice, Montpelier, Glormp

Living Clothing Personalities and Limit Bust

Affinity	
Grit	Hot Blooded
Athletics	**Neurotic**
Murder	Gigachad
Stealth	**Freakshow**
Perception	Subtle
Acting	**Holy Roller**
Hardware	Comeback Kid
Hacking	**Manic Pixie**
Artistry	Sensate

Hot Blooded: You may spend an action to regain half your armor and half your shields. Once per encounter, you may roll grit while doing so; if the roll succeeds, instead regain all of your armor and shields, and half of your health.

These clothes burn with a wild fervor: they understand the union of fabric and flesh, where they bond with their partners' very spirits—in a suit of hot blooded armor, you will still be baring your naked soul to the world! Nothing will bring you down, not even the weight of the sky itself!

Names: Toshihiko, David, Ami, Erica

Neurotic: You can tumble 3 squares further.

Eyes wide and stitches twitchy, these neurotic threads flit back and forth between topics of attention and terror. Always wary of failure or ambush, they might chafe in a few different ways; but when the lead starts flying they'll spur you on to safety!

Names: Dasher, Daisy, Barry, Kristen

Gigachad: During a clash, you may choose either to reroll your own clash dice, or force your opponent to reroll theirs.

Polite, convivial, boisterous, but never overbearing, the gigachad radiates a confidence and power that other people—especially their wearers—can find distracting, or even intoxicating. It's easy to overestimate your own power when wearing such a thing; especially since half the time you turn out to be right!

Names: Giovanni, Ezekiel, Montezuma, Chad

Freakshow: After you successfully attack an enemy, their next attack against you automatically misses. This effect does not stack if you attack the same enemy multiple times.

If your clothes tend to shift patterns when you're not looking; if people get headaches when staring at them, and describe colors that shouldn't exist; if they will, from time to time, leave hickeys on your chest from where they attempted to burrow into your heart…you're wearing a freakshow.

Names: Nero, Sadako, Eve, Asmodeus

Subtle: Characters attacking you while you are in cover from you can only hit you if they roll a 1, no matter what penalty negation is applied.

Not all clothes like being noticed. Some prefer the sensible beige and russet colors of modern fashion, and the modest cuts of the old. And once they've slipped below notice…that's when they strike.

Names: Inigo, Valerie, Renee, Prospero

Holy Roller: You may simultaneously freeze a number of characters equal to half your acting score.

Then again, some clothes like being noticed more than others—they take center stage, with their wearers back them up. These ostentatious outfits can transfix and perplex ancient minds, awakening unaccountable ancient fears and piety.

Names: Jebediah, Theresa, Joseph, Gaye

Stoic: You may spend an action to restart any of your disabled augments, or any disabled augments on an adjacent character. When you do so, your target gains 2 health per augment restored, and a bonus to their next roll equal to your hardware score.

Reserved, practical, and put-upon, stoic clothes do not relent under stains, rips, or holes. For them, the universe is a set of tasks either done or undone— and as long as one thing on their list remains undone they will brook no tears and no delays; they shall be as a rising mountain, elevating you beyond the impossible!

Names: John, Kara, Don, Rosie

Manic Pixie: When you win a hacking clash, you may install any program you like on the hardpoint at no processing or action cost. When you install a program, you may install that program again, on any other hardpoint within 5 spaces, at no processing or action cost.

In times of yore, the "manic pixie" was the fantasy of a habitually glum and disgraceful people, now known only as "screenwriters". A manic pixie is bubbly, energetic, constantly upbeat presence who constantly encourages you to be your best self, but is also secretly a broken bird who needs a gloomy dork to come along and love them. Today the invocation of such entities is still restricted to the miserable, disfavored, and maladjusted—namely, programmers.

Names: Zoe, Chris, Kevin, Lulu

Sensate: When you are affected by a doodle, gain 2 shield.

Among insufferable artists, the sensates are the most insufferably artistic of all. Hedonists of the highest order, they crave reality in its fullness: victory and failure, pride and shame, boons and burdens. They rejoice whenever the ink kisses them, no matter how helpful or harmful.

Names: Skyzzard, Phwu'u'u, Gothric, Clem

Appendices: Examples, Mostly

Templates I: Sample Statlines and Loadouts for Player Characters

The Geek

Rarely seen but often felt, the geek is an invisible hand who guides the conflict around him with subtle trickery: the cybercriminal extraordinaire, who's one of the best in the business at getting what she wants without you ever knowing it was her. With her computer and her suite of programs she can enhance her allies' abilities while distracting, stunning, or sabotaging her enemies; her gadgets can get her around or through nearly any obstacle you can imagine; and if push comes to shove, she can evade enemies with her high stealth and athletics scores.

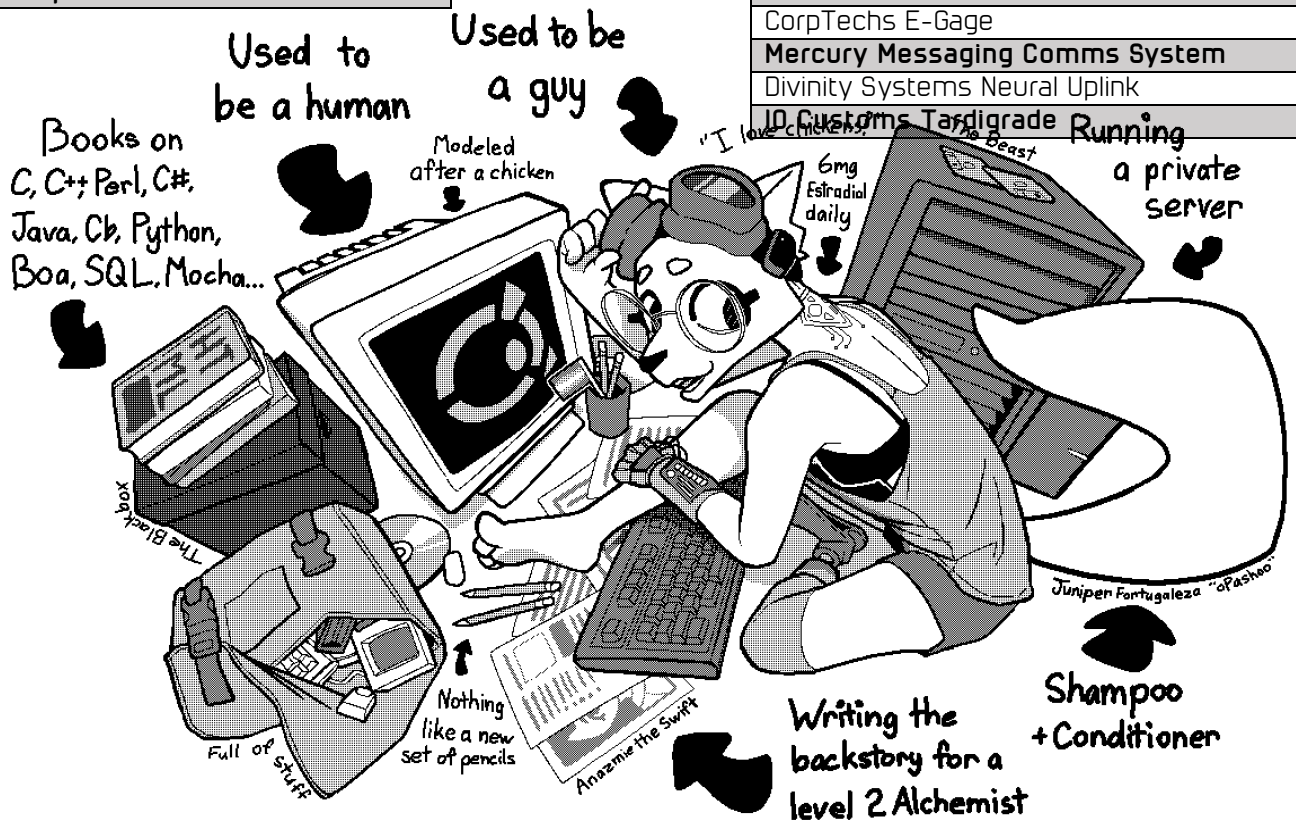
The Geek's item choices prioritize tools that can open doors, disable security measures, and control machinery; she forgoes ordinary armor and augment choices in favor of extreme agility and a low profile.

Genre: Shill	
Perception: 4	**Grit: 0**
Acting: 0	Athletics: 8
Stealth: 10	**Murder: -1**
Hacking: 10	Artistry: 0
Hardware: 8	**Nonsense: 0**

Essential Items
Blackjack
Midnight Road Blacktop Model 5
CSC Comdom
Olympus Grapnel Line
Hackmate Qthousand
Div/A0 Metis Computer Suit
A whole lot of programs!
I mean a whole lot!

Situational Items
APSF Brown Box
Atlas Sporting Goods Compound Bow
ASPF Glass Cutter
DivSys Hargreave Infiltration Suit
Ketamine Belt
Div/A0 Metis Computer Suit
Olympus Thermal Glasses
UA Wunderpistol

Ideal Augmentation
Concealed Lethal 4W Suite
Detachable Eye
Earwave Directional Mic
Technicular Dreamcoat
CorpTechs E-Gage
Mercury Messaging Comms System
Divinity Systems Neural Uplink
ID Customs Tardigrade



The Field Boss

The Boss is charismatic, perceptive, and dangerous: she can hold her own in a fight, talk circles around anyone she meets, and rare that anyone can fool her for even a second. She can't do everything, but she can command the people who do what she can't. Usually preferring to stay out of the fight and keep her enemy at length, she keeps a rifle and ceramic vest in case things get hairy. Her best asset is her Bossyboots skill, which lets her give her teammates extra actions—letting them move and achieve their objectives much quicker than normal. Even on her own, she can rely on her high perception, murder, and acting skills: with these she can hold an entire bank hostage on her lonesome, and issue Freeze! commands to anyone who gets any funny ideas.

Her stock items have a little bit of everything: weapons, gadgets, combat and utility augments. It only makes sense: she could be needed anywhere on short notice.

Genre: Meatman	
Acting: 10	**Athletics:** 7
Stealth: 0	Murder: 9
Hacking: -1	**Artistry:** 0
Hardware: -1	Nonsense: 2
Perception: 10	**Grit:** 6
Specialties: Bossyboots 10	

Essential Items
OSG Basic Bag
Club Lucius Duster Coat
Atlas Heavy Impact Jacket
Black Stallion Assault Rifle
Operator's Helmet
LunaSea Operator's Pistol
KPC Zapstick

Ideal Augmentation
Mercury Messaging Comms System (Special)
Peeping Tim + (Skull)
Olympus Recoil Dampeners (Arms)
AO Titanio Body Shield (Chest)
Archon Bronco (Back)
OuchEaze Cardiostabilizer (Chest)
Autodictionary (Ears)
CorpTechs Shothopper (Legs)
IO Customs Scorpion Type A (Waist)

Situational Items
CorpTechs Cargo Rig
Electric Eye ID For Everything
CorpTechs EZDye
Atlas Outfitting Juggernaut Jacket
Thunderbolt Assault Shotgun

The Living Blender

There is no single word for the feeling of watching The Living Blender at work. It is an artisan of the battlefield, whose every movement commands godly strength. It moves through chaos with ease, bullets flattening uselessly against its unbreakable body; then, laying its massive hands on its enemies, it splits them apart like overripe fruit and casts their entrails to the wind. The carnage left in its wake is enough to make your hair turn white.

The Living Blender has stacked-up Athletics, Murder, and Grit scores, sometimes with some nonsense or artistry to give it an extra edge in combat. Its favorite strategy is simple: run at the enemy as fast as it can, then pull them apart like imitation Legos. Pay for its teammates' therapy afterwards.

As for its items and augments, it focuses on one of two things: either it gasses up its unarmed attacks and makes devastating strikes against single targets; or it packs itself to the gills with whirlwind weapons to attack many different enemies at once from close range. A veteran blender will often have an entire suite of arms and augments it can switch out as needed.

Situational Items
Baseball Crank
Feelgood
Overkill
Ukranian Coffee

Essential Items
S/W Blast Shoes
Butterfly Swords
A0 Combat Socks
A0 Heavy Impact Jacket
Pocket Sand
APSF Skull Bunker
TSD Weedwhackers

Ideal Augmentations
CorpTechs Blackjack (Arms)
ASCO Concealed 4W Suite (Special)
IO Customs Kitsune (Waist)
Pelvic Machine Gun (Waist)
ASCO Mandibular 4W Suite (Special)
IO Customs Monkey (Waist)
IO Customs Platypus (Waist)
ASCO Podiatric 4W Suite (Special)
IO Customs Pistol Shrimp (Arms)
IO Customs Radulae (Skull)
Shoulder Gun (Special)
Corptechs Strongman 3 (Arms)
Zappy Knuckles (Arms)

Genre: Golden Ager	
Perception: 6	**Grit:** 10
Acting: 0	Athletics: 8
Stealth: 0	**Murder:** 10
Hacking: -1	Artistry: 0
Hardware: -1	**Nonsense:** 8

The Solo Infiltrator

The solo infiltrator is a myth among field operatives: able to sneak past and eliminate conventional security as easily as survive a pitched battle, he's the total package for low-tech operations. He's sneaky, gritty, athletic, and murderous. Armed with a garotte and scout rifle for sneaky target elimination, the solo infiltrator also carries a selection of gadgets to crack open troublesome passages. He'll wear many kinds of armor, depending on the task at hand; and if he encounters any computers he can't circumvent, he can bring an ID tag to give his allies an access point.

But don't be fooled: sure, he prefers the quiet approach, but the infiltrator can still wreck shit in a stand-up fight: using ambush attacks and traps, he can waylay armored opponents and expose other enemies to his teammates' follow-up attacks. Turn your back on him, it might just be the last thing you ever do...

Genre: Scrapper	
Perception: 8	**Grit: 4**
Acting: 0	Athletics: 8
Stealth: 10	**Murder: 6**
Hacking: 0	Artistry: 0
Hardware: 0	**Nonsense: 0**

Essential Items
Balaclava
AO Brown Box
APSF Shinobeast Garotte Wire
APSF Glass Cutter
APSF Glass Ruiner
DivSys Hargreave Infiltration Suit
LunaSea Scout Rifle
CL "Special" Duster Coat
OSG Thermal Glasses
Toe Shoes

Ideal Augmentation
Featherfall Ankle Replacement
Featherfall Contact Parachute
Detachable Eye
Technicular Dreamcoat
Earwave Directional Mic
Mercury Messaging Comms System
Peeping Tim Micro
Archon Rabbit
APSF Skunkspray
CorpTechs SI-eye-drack
Archon Spider
Utilitorch Black
Utiliton Multi-tool Black

Situational Items
Blackjack
Butter Bomb
Cat Ears
CorpTechs Cargo Rig
OSG Compound Bow
LunaSea Survival and Combat Knife
APSF Shinobeast Wristbow
Utiliton Multi-tool white
CorpTechs Zipline
Zip Cuffs
APSF Zoop Mine

The Big Guy

There's more than one way to make your enemies into chunky chili. Take this fella, here: the aptly named Big Guy, a huge man with a simple plan. Step 1, get large muscles (done); step 2, get large guns (currently in progress); step 3, enter a target-rich environment, hold down the triggers, and do every part of the hokey pokey at once (tabled for later). His methods are loud and messy, but that's just how he likes it: his high grit, athletics, and murder make him at more home in a fight than anywhere or anyone else.

Unsurprisingly, the big guy's shopping list is guns an d augments that assist in the shooting thereof—plus some rockets, bombs, body armor, and creatine. Just the basics.

Genre: Classic	
Perception: 6	**Grit: 10**
Acting: 0	Athletics: 8
Stealth: -1	**Murder: 10**
Hacking: 0	Artistry: 0
Hardware: 0	**Nonsense: 4**

Ideal Augmentation
Twin Suns Compensatory Cuffs (Arms)
Corptechs Hexagon 2 Shield (Back)
AO Titanio Body Shield (Chest)
Archon Bronco (Back)
Archon Bronco (Back)
OuchEaze Little Helpers (Global)

Essential Items
TBM Assault Shotgun
KSM HF Mk1 Frag Grenade
TBM Hunting Rifle
AO Juggernaut Jacket
S/W Selleck Pattern Magnum Revolver
TSD Hurricane
Quickdraw Holster
APSF Skull Bunker

Situational Items
AO Ajax Personal Shield
KSM Barnburner
TBM G30
Greatsword
AO GUT Tactical Vest
Moloch Radcannon

The Femme Fatale

Boys, watch out; and girls watch out too, because the femme fatale will make a fool out of anyone and everyone. Her ostentatious and erudite behavior conceals a calculating mind and a set of light fingers. With her acting and stealth skills, she can steal hearts just by walking into a room, and steal wallets every bit as easily. If things go bad and she gets caught, she can make use of a smoke bomb or grapnel line to escape the situation before it gets too hot to handle.

If you're facing an enemy who isn't of a particularly social disposition, she can still use her keen eyes and high mobility to scout for her teammates. Most importantly, she can issue Freeze! commands to protect her team's flanks from rushing enemies, turning very risky strategies into sure bets.

Genre: Smut	
Perception: 6	**Grit: 3**
Acting: 10	Athletics: 10
Stealth: 10	**Murder: 0**
Hacking: 0	Artistry: 0
Hardware: -1	**Nonsense: 0**

Essential Items
Balaclava
Blackjack
Butter Bomb
CorpTechs Cargo Rig
Disposable Face
CorpTechs EZDye
P4U Fullmetal Siren Lipstick
Garrote Wire
Electric Eye ID for Everything
Divinity Systems MDA Suit
Ketamine Belt
APSF Rubber Check
P4U Sinnermon
OSG Skytouch Grapnel Line
OSG Thermal Glasses
Toe Shoes
APSF Zip Cuffs

Ideal Augmentation
Detachable Ear
APSF Crocotta
Technicular Dreamcoat \
Secondary Heart

Situational Items
KSM HF Mk1 Frag Grenade (Just in case)
Ketamine Belt
Hashimoto MAGDAR Mk. 2
LunaSea Operator's Pistol
APSF Smoke Bomb
Squeezebox

The Fullmetal

Some people will tell you crime is an art; the Fullmetal will tell you it's a science, and they understand it better than anyone else. They are a fusion of man and matter such as is rarely seen: they carry dozens of tools, trinkets, and weapons—each with their own purpose, and often of their own design. With their high Hardware, Murder, and Grit scores, the Fullmetal can control the battlefield with a slew of gadgets, endure considerable damage, while pumping out a steady stream of supporting fire.

More important than their equipment, though, is their augmentation suite: a fullmetal doesn't trust a faulty thing like "human intuition" or "power bursts": they'll replace every part of themselves, becoming powerhouses that deliver peerless results any time of day or night. A fully kitted fullmetal will lock d own large areas with their array of tools, survive withering damage behind their armor of choice, and reinforce their team's designated hitters with suppressive fire.

They are a support gunner without equal.

Genre: Scrapper	
Perception: 6	**Grit: 8**
Acting: -1	Athletics: 6
Stealth: -1	**Murder: 8**
Hacking: 0	Artistry: 0
Hardware: 10	**Nonsense: 0**

Essential Items
Ballistic Armor Repair Kit
CorpTechs Cargo Rig
CL Duster Coat
OSG Motorcycle Helmet
AO Portable Wall
OSG Skytouch Grapnel Line
UA Splitfoot SMG
Tethercord
OSG Thermal Glasses

Situational Items
CST Bridge-in-a-box
CorpTechs CLOP
KSM HF Mk1 Frag Grenade
APSF Smoke Grenade
KSM Whizpop Grenade
CorpTechs Hephaestus Exoskeleton
CorpTechs Jack/Hammer
CSC Penetron
TMB XpRs-01 "Expressway" Rifle
CorpTechs Zipline

Ideal Augmentation
S/W Acesleeve Ballistic Kit
AO Anchor Ankles
TSD Compensatory Cuffs
DivSys Ferguson Plate
Archon FLE
CorpTechs Hexagon-2 Shield Unit
Archon Reactive Flesh
DivSys Mechanicles
Octopoid Ambulators
Short Weapon Mount
Spot Welder
Divinity Systems Neural Uplink
Shoulder Gun

The Illustrator

Nobody lives closer to the edge than The Illustrator. Her imagination is boundless, her blood runs black, and she's only tethered to our world by a thread. Reality itself is her canvas, and with the flick of a pen she can toss people like ragdolls, create buildings out of thin air, travel vast distances, melt minds, or open a portal to an abyss of unspeakable atrocity. Her high artistry, acting, and perception let her support her teammates by spotting enemies or distracting marks, while her high athletics means she can easily get into position to reinforce even their most hare-brained ideas.

The only weapons she needs are her imagination, her pens, and her pad of paper; her custom clothes, bristling with decals celebrating her past inspirations, keep her mind sharp and her hands moving. If she really wants, she can help herself to some augmentations or support weapons; but as long as she has ink, paint, or blood in the pot, then all things of flesh and metal are but trifling approximations of her true power.

Genre: Golden Ager	
Perception: 6	**Grit:** 5
Acting: 8	Athletics: 6
Stealth: 0	**Murder:** -1
Hacking: -1	Artistry: 10
Hardware: -1	**Nonsense:** 4

Situational Items
Bloodstealer
Copium
Exegesis
LSD
Kineticka staff
New Coke
Tricked Out Threads
Zebrazidone

Ideal Augmentation
AO Anchor Ankles (Legs)
Hexagon-2 Shielding unit (Back)
Mercury Messaging Comms System (Special)
Divinity Systems Neural Regulator (Neck)
OuchEaze Little Helpers (Global)

Salutations;
well-wishes.

Essential Items
Barrier
Beret
Boots with Too Many Buckles
Combat Focusing
Inkwell
Jerkoff Jacket
Fake Wall
Lift
Peel
All the other doodles!

The Founder of the Feast

Not every toonpunk needs to be a perfect physical specimen: a great leader knows whom among his cohorts can do what tasks, and who can do them better than himself. This is the Founder of the Feast, whose keen mind and winning smile can be the tie that binds a team together. He knows how to move money and information; he knows who to stitch up and what lies to tell; he'll make 2500 CDs into 20000; he'll make a zealot into a traitor; he'll make a locked door into a weak link. He's the master planner, whose daring and esoteric knowledge give his friends—the sneaky, conniving, heroic types—just what they need to springboard into infamy.

This is a highly unusual character type best suited for people who, for whatever reason, don't want to be particularly close to t he ac tion. You should really only consider this if you're conflict-averse, seeking a unique roleplay challenge, or being forced to play this game against your will.

Note: The recommended skillset in this profile only spends 24 points instead of 36. The other 12 should be used on the specialties of your choice.

Genre: Golden Ager	
Perception: 8	**Grit: 0**
Acting: 8	Athletics: -1
Stealth: 0	**Murder: -1**
Hacking: 8	Artistry: 0
Hardware: 0	**Nonsense: 2**

Situational Items
Midnight Road Blacktop-5
APSF BM-47 Briefcase Modification
Mediquick Lazarus-in-a-box
QWIP
APSF Zip Cuffs

Essential Items
Plans
Schemes
Machinations
Designs
Plots

Ask no clemency.
Give no quarter.
Accept no substitute.

Templates II: Sample Enemies, Weak and Strong

½ Point Enemies: low-Level Goons You Can Beat up Easily

Rent-a-Cop: These poor security guards have little education, minimal physical training, and a truly pathetic array of armaments. They are unlikely to defeat you with anything less than divine intervention; even then, the odds are still about 30/70 your way. The most dangerous thing they can do is call somebody else to the scene of your crime.

Perception: 0	Grit: 4
Acting: 0	**Athletics: 5**
Stealth: 0	Murder: 5
Hacking: 0	**Artistry: -1**
Hardware: 0	Nonsense: 0

Suggested Items
S/W Mayfly Repeater

Zombie: It turns out, a frankly obscene number of zombies have been drawn over the years—and that was **before** the zombie virus boom. The point is, statistically speaking most of the planets in local space have some kind of horrible zombie-like monstrosity living somewhere on it—either below its surface, in the bowels of its cities, or in some kinda radioactive waste dump. Zombies know no fear, have no sense, and all they want to do is eat your brains. Good luck with that.

Perception: 2	Grit: 3
Acting: 0	**Athletics: 5**
Stealth: 0	Murder: 4
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0

Lousy Gangster: This no-goodnik has a wife beater, a lead pipe, and a bad attitude. He likes doing drugs, snatching purses, and beating up hookers. He has no combat experience, but he thinks he's hard as hell. Maybe go a little gentle on him as you're beating him to a pulp; he might thank you for the lesson.

Perception: 0	Grit: 4
Acting: 0	**Athletics: 5**
Stealth: 0	Murder: 5
Hacking: 0	**Artistry: -1**
Hardware: 0	Nonsense: 0

Suggested Items
Bike Chain
Atlas Protection Vest

Small Child: This is a small child, aged between four and nine. During this period of their lives, children know very little and have incredibly bad attitudes—therefore, they love to fight and will probably punch you in the balls, try to steal your guns, or tear up all your stuff. They will also ask if you have games on your phone and if you say yes will immediately begin sneezing and chewing on it. Consider all children to be extremely hostile unless proven otherwise.

Perception: 0	Grit: 0
Acting: 0	**Athletics: 6**
Stealth: 0	Murder: 6
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0

Suggested Items
S/W Sawed-off Shotgun
Bike Chain
Rock
Shiv

1 Point Enemies: Use a Little Caution for These

Bodyguard: What every rent-a-cop aspires to be: better-trained, better-equipped, and better-paid. Every so often, one of these guys will go nutshit crazy and embark on a one-man murder spree that leaves dozens dead and burns most of a major city to the ground—but you **probably** don't need to worry about that. It's the exception, not the rule.

Perception: 4	Grit: 6
Acting: 4	**Athletics: 6**
Stealth: 0	Murder: 6
Hacking: -1	**Artistry: 0**
Hardware: -1	Nonsense: 0

Suggested Items
S/W Wasp-Sting Pistol
Kessler Munitions Boomstick
Kapricorn Frontline Blade
Atlas Protection Vest

Police Sergeant: The one responsible for keeping the rest of the cops in line, the sergeants are part team leader, and part cheerleader. Carrying heavier armaments than her subordinates, the sergeant is capable enough as a fighter, but her real strength is in the simple commands she can issue to her squaddies to increase their fighting prowess.

Perception: 5	Grit: 6
Acting: 5	**Athletics: 7**
Stealth: 0	Murder: 7
Hacking: -1	**Artistry: 0**
Hardware: -1	Nonsense: 0

Suggested Items
Black Stallion Assault Rifle
Combat Focusing (In a can)
Haste (In a can)
Atlas Protection Vest

Assault Specialist: The assault is the first one in the door, and the last thing a lot of young punks ever see. The assault specialist is faster than broadband and kicks like a double-barrel—which, incidentally, is something they love pointing at you. Standard procedure for assault specialists is to saturate your position with grenades, then while you're disoriented run up and shoot you in the face with a shotgun. Fortunately, they wear light armor.

Perception: 0	Grit: 4
Acting: 6	**Athletics: 8**
Stealth: 0	Murder: 8
Hacking: -1	**Artistry: 0**
Hardware: 0	Nonsense: 0

Suggested Items
Thunderbolt Killswitch-20
Thunderbolt Assault Shotgun
Barrier (In a can)
Kessler Whizpop Grenades
Atlas Protection Vest

Marksman: Marksmen are tactical enemies, who work best when the situation can be controlled reasonably well. During a number of highly volatile situations, a marksman is almost required for success—you'll never see the SPD tackle a hostage, siege, or SWAT situation without one. Armed with scout rifles—or the occasional G30, when things get really serious—and trained to shoot for the heart, these are all the reason you need to stay in close quarters.

Perception: 8	Grit: 0
Acting: 0	**Athletics: 5**
Stealth: 0	Murder: 10
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0

Suggested Items
LunaSea Scout Rifle
Atlas Protection Vest

Technician: The technician is an indirect combatant, who supports the others with an array of basic cyberwarfare tools, and a wide variety of nonlethal grenades and gadgets. Able to erect walls, disable firearms, and cut off lines of sight, technicians are ideal in many siege situations, but largely ineffective in direct combat or by themselves.

Perception: 0	Grit: 0
Acting: 0	**Athletics: 6**
Stealth: 0	Murder: 4
Hacking: 7	**Artistry: 0**
Perception: 0	Grit: 0

Suggested Items
Atlas Portable Wall
Corptechs CLOP
Kessler Whizpop Grenade
APSF Smoke Grenade
Midnight Road Blacktop-5

Mobster: Yous knows the mobstah. Of course yous does. He's a goodfella, a made man, a wise guy. He's a little smarter than them average low-ball gangstas from the last section, and carry some bigger shooters too—the kind what's automatic, and makes big holes in the people when you shoots em. Ta put it simply, they're real good standard bad guys for all your gang violence needs.

Perception: 5	Grit: 7
Acting: 0	**Athletics: 5**
Stealth: 0	Murder: 7
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0

Suggested Items
Kessler Munitions OM2
Atlas Protection Vest

Huge Thug: There's guys like these on both sides of the law: huge guys, with riot armor and scary face masks. They have tattoos on all ten knuckles, augments in at least four limbs, and their idea of a good night out is going out and beating up faggots. They have names like "tiny" or "princess", and can't wait to knock your teeth clean out of your head.

Perception: 0	Grit: 8
Acting: 0	**Athletics: 8**
Stealth: 0	Murder: 8
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0

Suggested Items
Atlas Juggernaut Jacket
Kapricorn Longsword
Thunderbolt Assault Shotgun
Captain-Pattern Ballistic Shield

Tagger: The tagger is a reedy noodle-armed vandal, with ill-fitting clothes and a fervent hatred for THE SYSTEM. His clothes are all too loose, he never ties his shoes right, and he dyes his hair green and styles into spikes. But, don't let their garish appearance and frail forms fool you: the tagger is a dangerous enemy. They are swift, and inventive; and most frightfully of all, they carry the awesome power of spraypaint and stencils, with which they can at any moment unleash a torrent of rampant bone-crushing ink! Be careful: they're malcontents under pressure.

Perception: 5	Grit: 4
Acting: 0	**Athletics: 4**
Stealth: 0	Murder: 0
Hacking: 0	**Artistry: 7**
Hardware: 0	Nonsense: 0

Suggested Items
Peel
Yank
Barrier

Back-Alley Doctor: No, before you ask, she's not a "real" doctor—she lost her medical license over this little scandal in Gstaad, but that's old news you don't want to hear about that. What you need to know is that she's got some pills you'll need to take, and you also need to bite down on this while she glues your leg back on. Also, don't cry so much, and try not to bleed on her so much when she cuts you open.

Look, she never said that she had a great bedside manner.

Perception: 0	Grit: 6
Acting: 6	**Athletics:** 6
Stealth: 0	Murder: 0
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0
Field Medic: 6	

Suggested Items
Bottle of Painkillers
Mayfly Repeater

Pickpocket: From the earliest days of London town to the most insufferably modern metropolis, pickpockets roam in hordes. These smelly, penny-snatching, good-for-nothings love to snatch purses and burgle homes—but more than anything, they love to strike while the iron is hot. While their big friends distract you, the pickpocket will knock you over the head and steal your stuff!

Perception: 0	Grit: 8
Acting: 0	**Athletics: 8**
Stealth: 0	Murder: 8
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0

Suggested Items
Blackjack
Yank (In a Can)
Shortbow (And Knockout Arrows)

Pyromaniac: The pyromaniac has never seen a problem that couldn't be solved with fire. This includes things like home improvement, taxes, cancer, neighbors, and most importantly…you!

Perception: 0	Grit: 8
Acting: 0	**Athletics: 6**
Stealth: 0	Murder: 6
Hacking: 0	**Artistry:** 0
Hardware: 0	Nonsense: 0

Suggested Items
Molotov Cocktail
Kessler Munitions Flamespitter

Bull-Rushing Idiot: There's not much to this guy, and that's probably for the best. He's loud, vulgar, smelly, and terribly uneducated; and he is fond (To a nearly fetishistic degree) of running away from his friends and crashing directly into the enemy lines come what may. All of the gangsters, policemen, soldiers, and what-have-you of the Doublearth know someone like this; and generally, they're happy to let him do what he will. It's less work for the rest of them.

Perception: 0	Grit: 10
Acting: 0	**Athletics: 8**
Stealth: 0	Murder: 6
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0

Suggested Items
SSI Blast Shell
Captain-Pattern Ballistic Shield
Longsword
Thunderbolt Assault Shotgun
Atlas Juggernaut Jacket

2 Point Enemies: Get Ready to Break a Sweat!

SWAT Officer: When the situation gets too hot for the normal police to handle, it's time to call in the SWAT officers. With their special weapons and superior training, SWAT officers can assault fortified positions, and move around and against even hardened paramilitary threats. Anyone going against a team of SWAT agents should move with particular care—if only because their defeat harkens the arrival of something significantly more dangerous…

Perception: 5	Grit: 6
Acting: 3	**Athletics: 6**
Stealth: 0	Murder: 9
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0

Suggested Items
Kessler Munitions OM2
Atlas Heavy Impact jacket
Operator's Pistol

Ninja: I don't believe in ninjas. I've never seen one, at least. Nor have you, I'd wager. You probably don't need to worry about this enemy profile.

Perception: 5	Grit: 4
Acting: 0	**Athletics: 10**
Stealth: 10	Murder: 5
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0

Suggested Items	Suggested Augments
Garrote Wire	Technicular Dreamcoat
APSF Smoke Grenade	**APSF Skunkspray**
Lightboom Grenade	
Atlas Compound bow	
Operator's Helm	

Elite Soldier: When things are spiraling out of control and the normal forces just can't handle it, it's time to call in the very best of the best. Picked from the ranks of decorated combat veterans, the elite soldiers carry a devastating array of weapons and armor, and know how to use all of it. Augmented, outfitted, and trained for the most dangerous cyberpunks of all, these powerful elites will strike you stone-dead soon as look at you.

Watch the fuck out.

Perception: 0	Grit: 10
Acting: 0	**Athletics: 10**
Stealth: 0	Murder: 10
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0

Suggested Items	Suggested Augments
Redstone APL	Twin Suns Compensatory Cuffs
TSD Hurricane Machine Gun	**A0 Titanio Body Shield**
Atlas Ulysses Protection Suit	Hexagon-2 Shielding Unit
Operator's Helmet	
Sawed-Off Shotgun	

Caricaturist: A set of colored pencils and a drawing pad is all it takes to turn the caricaturist into a violent force of chaos: able to whip up dozens of doodles in rapid succession, the caricaturist uses his limited item selection to great effect in tandem with his ink.

Perception: 6	Grit: 6
Acting: 4	**Athletics:** 7
Stealth: 0	Murder: 0
Hacking: 0	**Artistry: 10**
Hardware: 0	Nonsense: 0

Suggested Items	
Fake Wall	Outflow Improvement Vest
Combat Focusing	**Basic Cognitive Enhancer**
Obfuscation	Peel
Horrible Image	**Mass Peel**
Haste	Lift

Combat Medic: Wee-woo, wee-woo! Here comes the one-man ambulance! The combat medic might not be big and tough like all his friends, but the others all know that he's the one who holds the team together! The combat medic has the medical supplies and know-how to stitch his team back together even after the worst of scrapes, and wears a suit of armor that's thick enough to keep him safe but light enough to keep him moving. While you technically **can** shoot this guy, that's a war crime. And that makes you a dick.

Perception: 6	Grit: 6
Acting: 8	**Athletics: 8**
Stealth: 6	Murder: 0
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0
Field Medic: 10	**Surgery: 6**

Suggested Items	Suggested Augments
Atlas Heavy Impact Jacket	Technicular Dreamcoat
DivSys Stem Cell Sprayer Mk 1	**Archon Rabbit**
Bottle of Painkillers	
S/W Mayfly (For Freezing)	
Mediquick Splinting Kit	
Mediquick Nanobiotic Shot	

Sniper: The sniper is very much unlike her companions. She is not just a crazed gunman: she is a professional—efficient, and prepared. Asserting herself at a convenient elevated position, she keeps both full-blown sniper rifles for lengthy vigils, and a smaller marksman rifle for mobile engagements. Not only is she accurate, she is keenly perceptive—making her a great lookout, who will keep the rest of her unit safe from the clutches of acquisitive punks.

Perception: 8	Grit: 0
Acting: 0	**Athletics: 8**
Stealth: 8	Murder: 10
Hacking: 0	**Artistry: 0**
Hardware: 8	Nonsense: 0

Suggested Items	Suggested Augments
Thunderbolt G30 Sniper Rifle	Archon Enterprises Spider
Thunderbolt Bullhammer Rifle	**Delphi Targeting Augment**
S/W Selleck Magnum Revolver	S/W Acesleeve Ballistic Kit
Olympus Thermal Glasses	**Peeping Tim +**

SysAdmin: Whenever a hacker begins wreaking havoc on a secured system, it's time to call in the SysAdmin. This codeslinging keyboard warrior can't pop off shots or shrug off wounds, but what he can do is manipulate an entire battlefield with his pocket computer and gadgets. If the worst comes to pass, he can put up some token resistance with his self-aiming pistol.

Perception: 4	Grit: 2
Acting: 4	**Athletics: 4**
Stealth: 0	Murder: 0
Hacking: 10	**Artistry: 0**
Hardware: 8	Nonsense: 0

Suggested Items	Suggested Augments
Midnight Road Blacktop	Atlas Protection Vest
CSC Comdom	**Ballistic Armor Repair Kit**
No.exe	Jack/Hammer
Mindhack.exe	**Portable Wall**
UA Wunderpistol	CorpTechs CLOP (& Grenades)

Commandant: Stern, stalwart, and steely-eyed, the commandant is the Greatcoat-clad hero of the people, and the blue-blooded captain of the constabulary, and the scowling bloody-eyed fist of the Company's fixers—depending on what job he's working that day. Well-armed, long-suffering, and ready to lead his men to death or glory, the commandant is a high-priority target capable of punishing lawbreakers and rallying his allies.

Perception: 0	Grit: 9
Acting: 8	**Athletics: 8**
Stealth: 0	Murder: 9
Hacking: 0	**Artistry: 0**
Hardware: 0	Nonsense: 0
Bossyboots: 8	

Suggested Items	
Thunderbolt Expressway Rifle	Kessler Munitions GL41
Atlas Juggernaut Jacket	**Lightboom Grenades**
Radial Barrier (In a Can)	Combat Focusing (In a Can)
S/W Selleck Magnum Revolver	**ASPF Zip Ties**
Meltdown Grenade **(Handle with care, this kills players)**	

The Doublearth at a Glance: Ideas for Your Own Stories

This section of the book is a little different from the others: it's not an explanation of rules or concepts like the rest, but rather a series of fictional staples and pre-assembled narrative devices for easy reference. For players, these can be sources of flavor, motivation, or history; and for the GM, these are ready-made enemies and plot points. As we mentioned waaaaaaaaay back in the introduction, the stuff you'll find here is broad-strokes material– if you want something with a little more depth to it, though, you can find enemies, heists, and entire factions pre-baked and ready for use in **The Toonpunk's Guide to Saskatoon**. It's not available in any store, but it is on several disreputable websites.

Why is it Called the Doublearth?!

Because there's two of the planet Earth orbiting each other in close proximity and they're connected by a giant space elevator. Obviously that's physically impossible but these are strange times we live in.

Gangs!

A staple of crime fiction is the rival gangster, and for good reason: not only are they likely to have valuable contraband, the players can shoot at them without the soul-destroying guilt inherent in the mass-murder of police officers. GMs should consider using thugs, extortionists, drug dealers, pimps, and so on as enemies in the early parts of a campaign—especially because in more cynical stories, gang shootouts can conceivably go unnoticed by police responders. Players, meanwhile, will find gangs to be valuable allies—and they could even start one of their own!

Evil Corporations!

Statistically speaking, you're probably not the head of a multi-national corporation, and odds are you and all of your friends got a proverbial skullfucking during the most recent economic crash—whenever that may have been, at time of reading. So, who better to steal from now than the ones who stole from all of you then? Evil corporations are great enemies for the players to overcome, and great motivations for their criminal ambitions—punks who were impoverished by the greed and cruelty of a corrupt executive are as driven as they come!

Mercenaries!

If mega-corporations are evil, and the most evil kind of corporation are mercenary companies, then mercenary mega-corporations are **double** evil!

Some kind of international private army is a great idea for high-end enemies, of the kind that show up when raiding banks and research labs—and it's also a ready-made excuse for player characters to have firearms experience and tactical training.

Racism!

Nazis, klansmen, skinhead bikers—these are all iconic bad guys. Perhaps a character can be motivated by some act of hatred committed against them—In the world of toonpunk, there's plenty of things to be prejudiced against people for—skin color, species, augmentation, homepage, and a whole host of other things you can just make up!

Foreigners!

Alternatively, if you yourself are some kind of bigoted weirdo, you can have the enemies be foriegners, minorities, or whatever else it is that sticks in your craw! But before you do that—go outside, talk to someone, it'll be fun!

Mutants!

No, not the cool kind of mutants that shoot lasers out of their eyes—the horrifying nearly-dead kind of mutants that have searing boils all over their skin and defecate radioactive ooze. These poor things usually show up in the aftermath of a nuclear accident or a toxic waste spill; and can, depending on the nature of the campaign, be pain-maddened swarms of man-eating monstrosities, or tragically misunderstood victims of a horrible misfortune.

Androids!

Are you human? Are all your **friends** human? Does it really matter? In many science-fiction adventures—the Doublearth included—machines are so advanced that they can expertly emulate living things. Sometimes, this is a powerful force for good: androids, living in harmony with their creators, can revolutionize menial labor, high-risk jobs, combat, space travel, and numerous other things for the mutual benefit of everyone! However, errant programming, or twisted machine logic, could be the first step to an earth-shaking robot uprising!

Clones!

Are all your friends who they say they are? Probably. But if your friend dies in an accident and someone makes an exact duplicate of them with all their memories and personality, did they die in any meaningful capacity? There's something to think about.

Doomsday cults!

If you ever need an army of inexplicably well- funded goons who are hell-bent on destroying the world as we know it, why not involve some kind of weird religion? Perhaps a group of society elite cultists that worship bug-men from Mars, or uneducated hooligans who pay homage to Cthulhu– and how much do we **really** know about the Mormons, now that I think about it? GMs should consider having the players go up against a cult of some kind—or, for a new and different twist, have them be part of one, in a quest to end the world as we know it!

Nanomachines!

Nanotechnology is more than just a miracle of science: it's all-purpose plot insulation! Any time you need to explain something that doesn't make a whole lot of sense—whether it's an enemy developing superpowers, or the players never needing to eat, or doodles in non-doublearth settings, you can always just wave your hands and say "nanomachines"!

Conspiracies!

The conspiracy is the bread and butter of cyberpunk dystopian fiction: from the early days of Richard Condon to the aftermath of 9/11, nothing lends tension and danger to your proceedings quite like a conspiracy. This is because conspiracy fiction, despite what some people would have you believe, is the easiest thing in the world to write.

All you need to do is invent some kind of horrible tragedy that kills a lot of people (such as a plague, terrorist attack, train crash, bomb detonation, etc) and then come up with a really convoluted chain of reasoning that explains why it's somebody's fault. Obscure this information behind disposable characters, patchy phone calls, grainy photographs, and whatever else you can think of that only reveals information piecemeal; and continue doing so until the story makes no goddamn sense until you're 75% through with it. You may wish to imbibe mind-altering substances to help this.

Then, position the players on either side of said disaster—either trying to keep it from happening, or in the immediate aftermath thereof—and let 'er rip. Some sample conspiracies are included here for your use:

A conglomerate of augmentation manufacturers want to drive up sales, so they engineer and unleash a plague that only affects people who are 100% biological and ignores cyborgs.

A corrupt real estate tycoon wants to purchase and renovate large amounts of urban living space, and finances a large gang war to drive property values down.

An internationally popular religion discovers that their messiah is real and hates them, so they lock said messiah in a third-world prison while funding a radical movement from whichever faith they like the least, in order to drive up membership.

STEALTH | PERCEPTION | ATHLETICS | HACKING | HARDWARE | MURDER | GRIT | ARTISTRY | ACTING | NONSENSE

LONG WEAPON

SHORT WEAPON

HEAD

ARMOR

COMPACT WEAPON

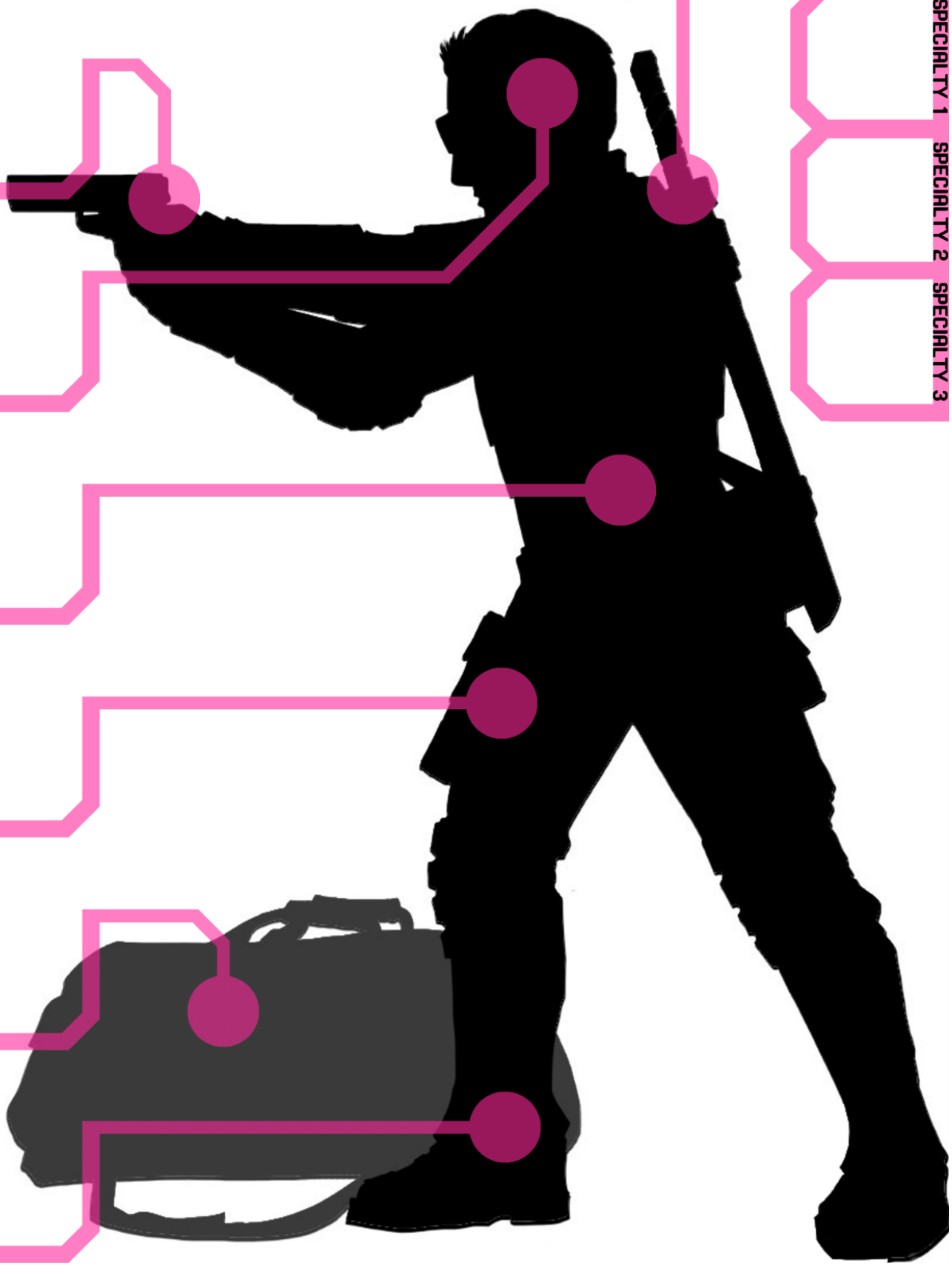
STORAGE

BOOTS

SPECIALTY 1

SPECIALTY 2

SPECIALTY 3



NAME | CODENAME

NECK | EXTERNAL

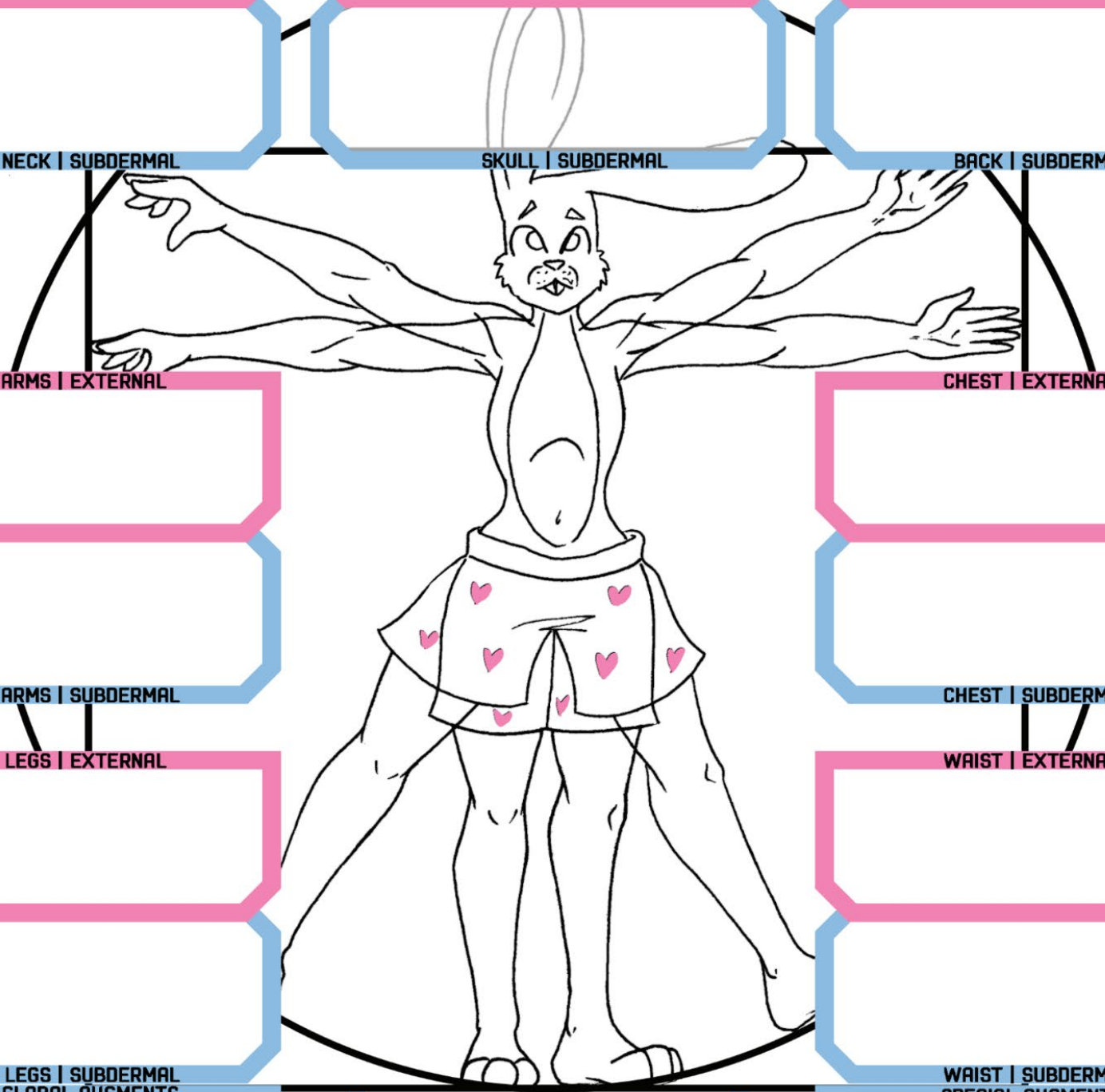
SKULL | EXTERNAL

BACK | EXTERNAL

NECK | SUBDERMAL

SKULL | SUBDERMAL

BACK | SUBDERMAL



ARMS | EXTERNAL

CHEST | EXTERNAL

ARMS | SUBDERMAL

CHEST | SUBDERMAL

LEGS | EXTERNAL

WAIST | EXTERNAL

LEGS | SUBDERMAL

WAIST | SUBDERMAL

GLOBAL AUGMENTS

SPECIES

SPECIAL AUGMENTS